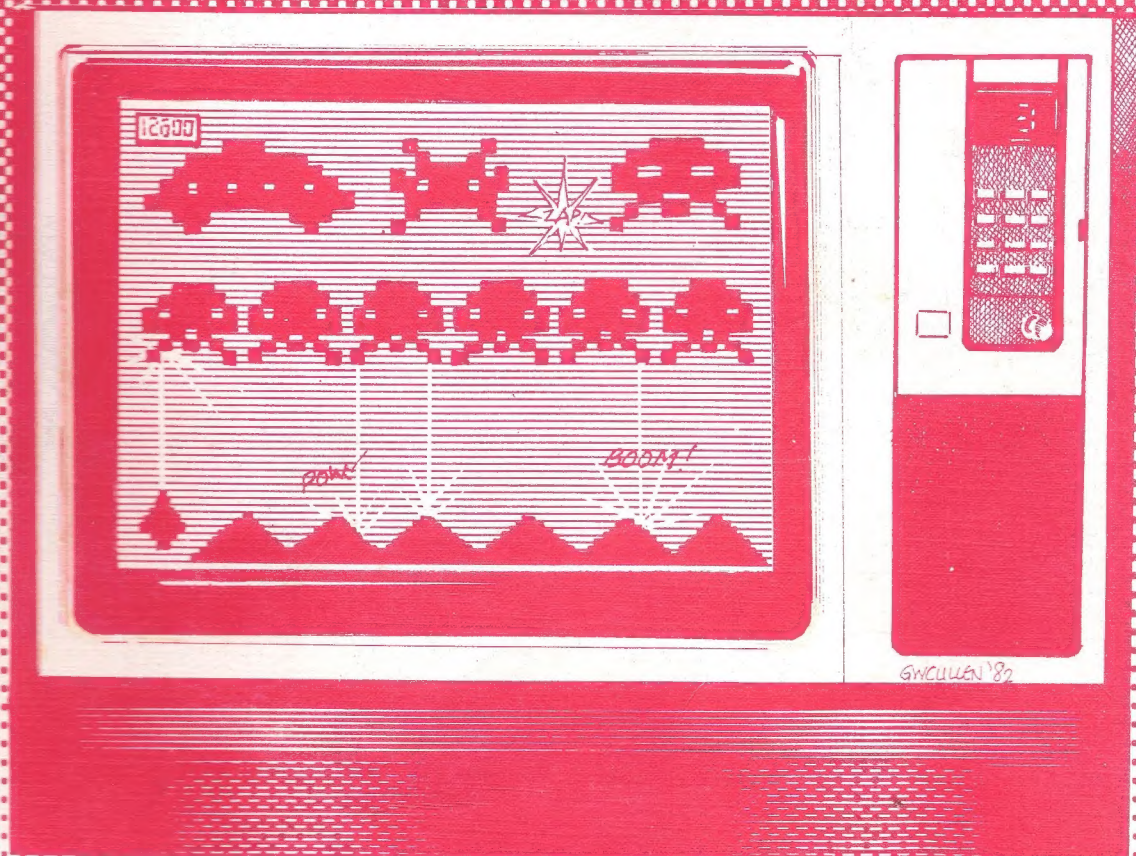


# ZAP! POW! BOOM!

## ARCADE GAMES FOR THE VIC 20

Plus a host of other great games for your  
VIC 20

Thirty great games in all



By Mark Ramshaw



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# Introduction

Save your 10p pieces. You can now set up an entire amusement arcade in your own room. All you need is your VIC20, and this exciting book by Mark Ramshaw.

I first got in touch with Mark when he wrote a couple of ZX81 programs which were used in Alastair Gourlay's book '34 Amazing Games for the 1K ZX81', and was impressed then with Mark's programming skill. But nothing had prepared me for the quality of the programs you see in this book.

I gave Mark a fairly open brief: 'Write me 30 or so games programs for the VIC20'. Although I expected some interesting games, I really was not expecting them to be as good, or as varied, as the collection you now have in your hands.

I know you'll enjoy playing them, and I hope you'll pick up some programming hints and tips to apply to your own programs. But whatever you do, don't get addicted. Or if you do, keep the sound turned fairly low on your TV, or you'll set your parents screaming — and they might confiscate this book, or even worse, your computer.

Mark has done a great job in writing this book. Now it is all up to you. Good gameplaying.

TIM HARTNELL, April, 1982.

---

'ZAP, POW, BOOM'

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Any enquiries regarding this book should be directed by mail to  
INTERFACE PUBLICATIONS, 44 - 46 Earls Court Road, LONDON, W8 6EJ  
Also available: Symphony for a Melancholy Computer (24 VIC games) -  
£6.95; Getting Acquainted with your VIC 20 - Hartnell - £6.95

Dedicated to Ellen McLean and Esther Ramshaw.

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# Maze Man

You start off in a maze filled with dots in the top left corner, although you don't actually appear until you begin to move. As you move through the maze eating dots you gain points.

Soon the maze monsters will be after you and you must take evasive action. If they eat you the game will end, as it will if you eat all the dots.

Eating one of the large red cherries means you can go and eat the monsters for extra points. But after a while they will get over their shock and come after you again. They are coloured purple when you can eat them.

W moves you up,

A left,

D right, and

X for down.

Good monster hunting!

```
10 POKE36879,13:CO=30720:SC=7680:CL=38400:POKE650,255
15 PRINT"███"
20 FORI=7702T08164STEP22:POKEI+CO,6:POKEI,97:POKEI+21+CO,6:POKEI+21,225
25 NEXT:POKE8164,252:POKE8185,254
30 FORI=8165T08184:POKEI+CO,6:POKEI,98:NEXT
35 PRINT"███"
40 FORI=7703T08143STEP22:POKEI+CO,1:POKEI,46:POKEI+19+CO,1:POKEI+19,46
45 NEXT:FORI=8144T08162:POKEI+CO,1:POKEI,46:NEXT
50 PRINT"███████████"
55 PRINT"███"
60 PRINT"███"
65 PRINT"███"
70 PRINT"███"
75 PRINT"███"
80 PRINT"███"
85 PRINT"███"
90 PRINT"███"
95 PRINT"███"
100 PRINT"███"
105 PRINT"███"
110 PRINT"███"
115 PRINT"███"
120 PRINT"███"
125 PRINT"███"
130 PRINT"███"
135 PRINT"███"
140 PRINT"███"
145 PRINT"███"
150 DIMX(2),Y(2),P(2),C(2)
155 FORI=0T02:P(I)=32:X(I)=9+I:Y(I)=12
160 NEXT:Y(1)=13
165 C(0)=2:C(1)=5:C(2)=7
170 DIMA(2),B(2):FORI=0T02
175 A(I)=INT(RND(1)*3-1):B(I)=INT(RND(1)*3-1):NEXT
185 P=7703:S=10:F=0:Q=0
200 FORI=0T02
205 GETA$:IFA$=""THEN230
210 D=(A$="A")-(A$="D")+((A$="W")-(A$="X"))*22
215 IFPEEK(P+D)=46THENS=S+10:Q=Q+1:GOTO225
216 IFPEEK(P+D)=81ANDID<0THENF=1:S=S+20:TI$="000000":GOTO225
217 IFPEEK(P+D)<088ORF=0THEN224
218 FORPE=0T02:IFSC+Y(PE)*22+X(PE)<P+DTHEN223
219 S=S+50
220 Y(PE)=12:X(PE)=9+J:P(PE)=32
221 IFJ=1THENY(J)=13
```

```

223 NEXT:GOTO225
224 IFPEEK(P+I)<>32THEND=0:GOTO230
225 POKEP,32:P=P+D:POKEP+CO,3:POKEP>81
230 PE=PEEK(SC+(Y(I)+B(I))*22+X(I)+A(I)):IFPE=32ORPE=46ORPE=81THEN300
235 X=P-SC:Y=INT(X/22):X=X-Y*22
240 B(I)=0:A(I)=0
241 IFF=1THENB(I)=(Y(I)<Y)-(Y(I)>Y):A(I)=(X(I)<X)-(X(I)>X):GOTO246
245 B(I)=(Y(I)>Y)-(Y(I)<Y):A(I)=(X(I)>X)-(X(I)<X)
246 PE=PEEK(SC+(Y(I)+B(I))*22+X(I)+A(I))
247 IFPE=32ORPE=46ORPE=81THEN350
250 B(I)=0
255 PE=PEEK(SC+Y(I)*22+X(I)+A(I))
260 IFPE=32ORPE=46ORPE=81THEN300
264 A(I)=0:IFF=1THENB(I)=(Y(I)<Y)-(Y(I)>Y):GOTO270
265 B(I)=(Y(I)>Y)-(Y(I)<Y)
270 PE=PEEK(SC+(Y(I)+B(I))*22+X(I)):IFPE=32ORPE=46ORPE=81THEN350
285 A(I)=INT(RND(1)*3-1):B(I)=INT(RND(1)*3-1)
290 PE=PEEK(SC+(Y(I)+B(I))*22+X(I)+A(I))
295 IFPE=32ORPE=46ORPE=81THEN250
299 A(I)=0:B(I)=0
300 IFRND(1)<.5THEN345
301 X=0:Y=0
305 IFB(I)<>0THEN320
310 Y=1:IFRND(1)>.5THENY=-1
315 GOTO325
320 X=1:IFRND(1)>.5THENX=-1
325 PE=PEEK(SC+(Y(I)+Y)*22+X(I)+X):IFPE=32ORPE=46ORPE=81THEN335
330 Y=-Y:X=-X:PE=PEEK(SC+(Y(I)+Y)*22+X(I)+X):IFPE<>32ANDPE<>46ANDPE<>81THEN350
335 A(I)=X:B(I)=Y:GOTO350
345 IFRND(1)>.8THEN235
350 POKE SC+Y(I)*22+X(I),P(I):POKE CL+Y(I)*22+X(I),1
351 IFP(I)=81THENPOKE CL+Y(I)*22+X(I),2
355 Y(I)=Y(I)+B(I):X(I)=X(I)+A(I):P(I)=PEEK(SC+Y(I)*22+X(I))
356 IFSC+Y(I)*22+X(I)=PANDF=0THEN1000
360 POKE CL+Y(I)*22+X(I),C(I):POKE SC+Y(I)*22+X(I),88
361 IFF=1THENPOKE CL+Y(I)*22+X(I),4
365 NEXT:IFTI$>"000015"THENF=0
366 IFQ>216THEN1000
370 GOTO200
1000 POKE650,0:FORI=1TO2000:NEXT
1005 PRINT"J SCORE"S

```

# Asteroids

Sail boldly through space, zapping the asteroids and the alien. Watch out for the UFO, colliding with him or one of the asteroids wastes one of your 3 lives.

Z rotates you left,

C rotates you right, and

M thrusts you forward.

'return' will hyperspace you to another par of space, and

'space' will fire your laser cannon.

How many points can you gain by shooting asteroids and aliens before you are destroyed?

```

1 REM*COMPUTER WIZARD*
5 S=0:LI=3:POKE36879,8:PRINT"J"
10 SC=7680:CO=30720:CL=38400:AS=7680
15 DIMA(7),D(7)
16 Y=11:X=10:D=1:SX=0:SY=0
20 A=8
25 FORI=0TO7:A(I)=7680+INT(RND(1)*506):D(I)=INT(RND(1)*3+21):IFRND(1)>.5THEND(I)
  =-D(I)

```

```

30 NEXT
35 POKECL+Y*22+X,3:POKESC+Y*22+X,107
40 AD=INT(RND(1)*3+21):IFRND(1)>.5THENAD=-AD
45 AS=INT(RND(1)*506)+7680
50 FORI=0TO7:K=PEEK(197):IFABS(SX)+ABS(SY)=0THENPOKE36877,0:GOTO55
51 POKE36878,2:POKE36877,235
55 D=D-(K=34)+(K=33):IFD<0THEND=D+4
60 IFD>3THEND=D-4
65 SX=SX+((D=1)-(D=3))*(K=36):SY=SY+((D=2)-(D=0))*(K=36)
70 IFSX<-1THENSX=-1
75 IFSX>1THENSX=1
80 IFSY<-1THENSY=-1
85 IFSY>1THENSY=1
90 POKESC+Y*22+X,32:X=X+SX:Y=Y+SY
95 IFK=15THENX=INT(RND(1)*22):Y=INT(RND(1)*23)
100 IFX<0THENX=21
105 IFX>21THENX=0
110 IFY<0THENY=22
115 IFY>22THENY=0
116 IFPEEK(SC+Y*22+X)<>32THEN1000
120 POKECL+Y*22+X,3:C=107:IFD=2THENC=114
125 IFD=3THENC=115
130 IFD=0THENC=113
135 POKESC+Y*22+X,C
140 IFA(I)=0THEN200
141 IFA(I)=SC+Y*22+XTHEN1000
145 POKEA(I),32:A(I)=A(I)+D(I)
150 IFA(I)<7680THENA(I)=A(I)+506
155 IFA(I)>8185THENA(I)=A(I)-506
160 POKEA(I)+C0,2:POKEA(I),81
200 IFK<>32ORINT(I/2)*2=ITHEN260
201 POKE36878,12:FORX1=255TO230STEP-1:POKE36877,X1:NEXT
205 X1=X:Y1=Y:DX=(D=3)-(D=1):DY=(D=0)-(D=2):C=64:IFDY<>0THENC=93
210 X1=X1+DX:Y1=Y1+DY
215 POKECL+Y1*22+X1,5:IFPEEK(SC+Y1*22+X1)=32THEN240
220 POKESC+Y1*22+X1,42
225 FORJ=0TO7:IFA(J)=SC+Y1*22+X1THENA=A-1:A(J)=0:S=S+20
230 NEXTJ
231 IFSC+Y1*22+X1=ASTHENS=S+100:AS=0
232 POKE36877,0
235 GOTO250
240 POKESC+Y1*22+X1,C:IFX1<21ANDX1>0ANDY1<22ANDY1>0THEN210
250 X2=X:Y2=Y
251 X2=X2+DX:Y2=Y2+DY:POKESC+Y2*22+X2,32
255 IFX2<>X1ORY2<>Y1THEN251
256 POKE36877,0
260 IFAS=0THEN300
265 POKES,32:IFRND(1)>.9THENAD=INT(RND(1)*3+21):IFRND(1)>.5THENAD=-AD
267 AS=AS+AD:IFPEEK(AS+AD*2)=81THENAD=-AD
270 IFAS<7680THENAS=AS+506
275 IFAS>8185THENAS=AS-506
280 POKESAS+C0,7:POKESAS,88
285 IFAS=SC+Y*22+XTHEN1000
300 NEXTI:IFA=0THEN20
305 IFAS=0ANDRND(1)>.9THEN40
310 GOTO50
1000 PRINT"SCORE"S
1005 FORI=1TO2000:NEXT:LI=LI-1:IFLI>0THENPRINT"J":GOTO16
1010 POKE198,0
9999 END

```

# Gunfight

Outshoot the fastest draw in town, VIC. Move up and down the screen, avoiding the VIC's shots and fire back.

Z moves your cowboy up,

C moves him down, and

M fires your revolver

Good shooting, pardner.

```

5 D$="XXXXXXXXXXXXXXXXXXXXX":A$="XXXXXXXXXXXXXXXXXXXXX"
10 POKE36879,136:PRINT"J"
15 CO=30720:SP=0:SC=0
20 BP=0:BC=0:P=4:C=12
25 FORI=7689TO8185STEP22:POKEI+CO,5:POKEI+1+CO,5:POKEI+2+CO,5
30 POKEI,160:POKEI+1,160:POKEI+2,160:NEXT
50 K=PEEK(197):IFK=64THEN100
55 P=P+(K=33)-(K=34):IFP<2THENP=2
60 IFP>16THENP=16
65 PRINTLEFT$(D$,P-1)"  XXXX  .X.X XXXXX  .X.X XXXXX.X  X.";
70 PRINT"XXXXX  X.X .X XXXXX  X.X XXXXX  "
100 IFRND(1)>.3THENC=C+INT(RND(1)*3-1):GOTO110
105 IFRND(1)>.6THENC=C+(C>P)-(C<P)
110 IFC<2THENC=2
115 IFC>16THENC=16
120 PRINTLEFT$(D$,C-1);LEFT$(A$,17)"  XXXX  .X.X XXXXX  .X.X XXXXX.X  X.";
125 PRINT"XXXXX  X.X .X XXXXX  X.X XXXXX  "
130 IFK<>36THEN200
135 PRINTLEFT$(D$,P)"  .X.X XXXX  .X.X XXXXX.X  X  ";
140 PRINT"XXXXX  X.X .X XXXXX  X.X  "
154 POKE36878,14:POKE36877,135:FORI=1TO75:NEXT
155 I=4:K=64
160 PE=PEEK(7680+P*22+I)
165 PRINTLEFT$(D$,P+1);LEFT$(A$,I)"  .X  "
170 FORJ=1TO10:NEXT
175 PRINTLEFT$(D$,P+1);LEFT$(A$,I)"  "
180 I=I+1
181 IFI>10THENPOKE36877,0
182 IFI>6ANDI<11THENPOKE36877,200:POKE36878,5
185 IFI<22ANDPE=32THEN160
190 IFPE=32THEN200
195 POKE36877,250:FORJ=1TO150:NEXT:POKE36877,0
197 IF(P=CO+1=C)ANDI>16THEN400
200 IFRND(1)<.95AND(RND(1)<.8ORABS(C-P)>1)THEN50
205 I=16
210 PRINTLEFT$(D$,C);LEFT$(A$,18)"  X.X XXXXX.X  X.X  ";
215 PRINT"XXXXX  X.X XXXXX  X.X  "
216 POKE36878,12:POKE36877,135:FORJ=1TO75:NEXT
220 PE=PEEK(7680+C*22+I)
225 PRINTLEFT$(D$,C+1);LEFT$(A$,I)"  .X  "
230 FORJ=1TO10:NEXT
235 PRINTLEFT$(D$,C+1);LEFT$(A$,I)"  "
240 I=I-1
241 IFI<12ANDI>7THENPOKE36877,200:POKE36878,5
242 IFI<8THENPOKE36877,0
245 IFI>0ANDPE=32THEN220
250 IFPE=32THEN50
252 POKE36877,250:FORJ=1TO50:NEXT:POKE36877,0
253 IF(C<>PANDC+1<>P)ORI>4THEN120
255 SC=SC+1
300 PRINTLEFT$(D$,C)" |||XXXX|||XXXX|||XXXXXX  X  ";
305 PRINT"XXXXXX  X.X .X XXXXX  |||  "

```



10

```

436 POKE SC+Y*22+X1,P:X1=X1-1:GOTO445
440 POKE SC+Y*22+X1,64:X1=X1+1:IFX1<22THEN410
441 X1=22
445 POKE36874,0:FORJ=X+1TOX1:POKE SC+Y*22+J,32:NEXT:POKE36877,0
455 F=7680+INT(RND(1)*330):IFPEEK(F)<>62ANDPEEK(F)<>32THEN500
460 NEXTI:IFFL=0THEN500
465 F=7680+INT(RND(1)*330):IFPEEK(F)<>32ANDPEEK(F)<>62THEN500
485 POKEF+CO,4:POKEF,42:FORJ=1TO75:NEXT:IFF=SC+Y*22+XTHEN1000
490 POKEF,32
495 POKEF+CO,4:POKEF,42:FORJ=1TO75:NEXT:IFF=SC+Y*22+XTHEN1000
496 POKEF,32
500 IFFI>0THEN200
505 FORI=0TO3:F%(I)=7768+I*44:IFI=1THENF%(I)=F%(I)-1
510 IFI=2THENF%(I)=F%(I)-47
515 IFI=3THENF%(I)=F%(I)-44
520 NEXTI:FI=4:GOTO200
1000 POKE650,0:POKE36876,129:POKE36877,130:POKE36878,15
1005 POKECL+Y*22+X,2:POKE SC+Y*22+X,42
1010 FORI=1TO750:NEXT
1015 PRINT"SCORE":POKE36874,0:POKE36876,0:POKE36877,0:POKE36878,0
2000 DATA7902,7972,8090,8161
2005 DATA7992,7976,8023,7917
2010 DATA8036,8107,8110,7913

```

# Space Invaders

Stop the maurauding aliens before they overrun your planet. You start out with three lives, how long can you last?

Z moves you left

C for right

and M to fire your laser cannon.

Good luck!

```

1 HS=0
5 SC=0:B=1:F=0:IN=0:GOSUB1000:GOTO35
8 FORI=1TO2000:NEXT:IN=IN+1:GOSUB1005
35 IFF=1THEN505
36 POKE36878,10:POKE36874,132
37 FORJ=0TO2
40 K=PEEK(197)
45 IFK>32ANDK<35THENGOSUB300
50 IFS<0THENGOSUB400:GOTO100
70 IFK=36THENS=G-22:GOSUB400
100 GOSUB600
200 NEXTJ:POKE36874,0:FORY=0TO3:FORX=0TO3:IFAZ(Y,X)=0THEN250
205 Z=AZ(Y,X)-7680:Z1=INT(Z/22):Z=Z-Z1*22
210 POKERAZ(Y,X),32:POKERAZ(Y,X)+1,32
211 IFZ-X*4<10RZ-X*4>6THENDX(Y,X)=-DX(Y,X):AZ(Y,X)=AZ(Y,X)+44
215 AZ(Y,X)=AZ(Y,X)+DX(Y,X)
217 POKERAZ(Y,X)+CO,Y+2:POKERAZ(Y,X),255
220 POKERAZ(Y,X)+CO+1,Y+2:POKERAZ(Y,X)+1,127
221 IFAZ(Y,X)>8142THEN500
225 K=PEEK(197):IFK>32ANDK<35THENGOSUB300
226 IFK=36ANDS=0THENS=G-22
230 IFS<0THENGOSUB400
235 C=C+1
250 NEXTX,Y:IFC=0THEN8
251 C=0:FORX=0TO3:C=C+AZ(P0,X):NEXTX:IFC=0THENP0=P0-1:IFP0<0THEN8
255 GOTO35
300 POKEG-1,32:POKEG+1,32

```

```

305 G=0+(K=33)-(K=34):IFG<8143THENG=8143
310 IFG>8162THENG=8162
315 POKEG-1+CO,3:POKEG-1,112:POKEG+CO,3:POKEG,113:POKEG+CO+1,3:POKEG+1,110
320 RETURN
400 POKES,32:S=S-22:IFS<7680THENS=0:POKE36877,0:RETURN
401 POKE36877,153:POKE36878,6
405 IFPEEK(S)<>32THEN415
410 POKES+CO,5:POKES,93:GOTO465
415 POKE36877,175:POKE36878,15
416 P=PEEK(S):POKES+CO,2:POKES,42:IFP=1600RP=950RP=105THEN460
420 POKES-1,32:POKES+1,32
421 POKE36878,15:POKE36877,200
425 IFP=1270RP=255THEN450
430 FORX1=0TO2:IFS=S%(X1)THENS=SC+5:S%(X1)=0
435 NEXTX1
440 GOTO460
450 FORY1=0TO3:FORX1=0TO3:IFAZ(Y1,X1)=SORAZ(Y1,X1)+1=STHENAZ(Y1,X1)=0:SC=SC+10*(
IN+1)
455 NEXTX1,Y1
460 POKES,32:S=0:POKE36877,0:POKE36878,0:POKE36877,0
465 RETURN
500 FORI=1TO1000:NEXT
501 PRINT"J":POKE36878,42:PRINT"***THE INVADERS LAND***":GOTO509
505 POKE36878,15:POKE36877,150:POKEG-1+CO,4:POKEG+CO,4:POKEG+1+CO,4
506 POKEG-1,223:POKEG,223:POKEG+1,223:FORI=1TO1000:NEXT:POKE36877,0:POKE36878,0
507 B=B+1:IFB<4THENPOKE7680,B+48:F=0:POKE36877,0:GOTO35
508 FORI=1TO1000:NEXT:PRINT:PRINT"YOU'RE DEAD"
509 PRINT:PRINT:PRINT"YOU SCORED"SC:POKE36877,0:POKE36878,0
510 IFSC>HSTHENHS=SC
511 PRINT"HIGH SCORE="HS
513 PRINT"PRESS A KEY FOR      ANOTHER GAME,SPACE TO END"
514 GETA$:IFA$<>" "THEN514
515 GETA$:IFA$=" "THEN515
520 IFA$=" "THENEND
525 SC=0:B=1:F=0:IN=-1:PRINT"J":GOTO8
600 IFS%(J)>0THEN615
605 SS=INT(RND(1)*4):IFAZ(P0,SS)=0THEN635
610 S%(J)=AZ(P0,SS)+22
615 POKES%(J),32:S%(J)=S%(J)+22:IFS%(J)>8163THENS%(J)=0:GOTO635
620 IFPEEK(S%(J))=1120RPEEK(S%(J))=1130RPEEK(S%(J))=110THENF=1
625 IFPEEK(S%(J))<>32THENPOKES%(J),32:S%(J)=0
630 POKES%(J)+CO,6:POKES%(J),93
635 POKE36877,0:RETURN
1000 PRINT"J":CO=30720:DIMAX(3,3),DX(3,3):G=8144:POKE36879,8
1001 DIMS%(2)
1005 POKEG+CO-1,3:POKEG+CO,3:POKEG+1+CO,3:POKEG-1,112:POKEG,113:POKEG+1,110
1010 FORI=8164TO8185:POKEI+CO,6:POKEI,160:NEXT:P0=3
1015 FORY=0TO3:FORX=0TO3
1020 AZ(Y,X)=7681+Y*66+IN*44+X*4:DX(Y,X)=1
1021 NEXTX,Y
1022 IFIN>0THEN1051
1025 FORY=0TO32TO8091STEP22:FORX=2TO16STEP7
1030 POKEY+X+CO,7:POKEY+X+1+CO,7:POKEY+X+2+CO,7
1035 POKEY+X,160:POKEY+X+1,160:POKEY+X+2,160
1040 NEXTX,Y
1045 FORX=8100TO8115STEP7:POKEX+CO,7:POKEX+2+CO,7
1050 POKEX,105:POKEX+2,95:NEXTX
1051 FORX=0TO2:S%(X)=0:NEXTX
1052 POKE38400,1:POKE7680,B+48
1055 FORI=1TO2000:NEXT:RETURN

```

# Airplane

Attempt to land your passengers safely on the runway at Heathrow Airport.

When the distance reads 0 on your instrument panel, you have reached the runway. You have to stop before you have passed 200 units of the runway (when the display reads -200).

The numerical keys determine your rate of acceleration, 0 means you are gliding. 'Space' puts on your air brakes and 'S' lowers your undercarriage. 'Return' will raise your undercarriage and switches off your air brakes.

'W' raises your plane's nose, 'X' lowers it.

'R' and 'D' alter position compared to the horizon. This may also be altered by the wind. This is shown on the artificial horizon to the left of your instrument board.

Good luck. It may take practice to land correctly. I can't!

```

1 POKE36879,8:PRINT"J":POKE650,255
5 FORI=38400TO38906:POKEI,7
10 NEXT
15 FORI=0TO13STEP2
20 POKE7845+I*22+I/1.7,108:POKE7845+I*22-I/1.7,123
25 IFINT(I/2)*2=I THEN POKE7845+I*22,101
30 NEXTI:PRINT"XXXXXXXXXXXXXXXXXXXXX";
35 PRINT"STAIR SPEEDXXXXXXXXXXXXXALTITUDEXXXXXXXXXXXXDISTANCEXXXXXXXXXXXX";
40 PRINT"XXXXXXXXXXXXXXXXXXXXX";
45 FORI=1TO14:PRINT"XXXXXXXXXXXXXXXXXXXXX";
50 NEXT
55 PRINT"XXXXXXXXXXXXXXXXXXXXX|-----|XXXXXXXXXXXX|XXXXXXXXXXXX|-----|XXXXXXXXXXXX";
60 PRINT"XXXXXXXXXXXXXXXXXXXXX|-----|";
65 PRINT"XXXXXXXXXXXXATTITUDE"
70 PRINT"XUNDERXXXXXXXXXXXXCARRIAGE:"
75 D=INT(RND(1)*3000)+4200:H=3000+INT(RND(1)*500-249):TH=0:AB=0
80 V=200:P=0:A=0:U=0
100 D=D-V/36:H=H-2+(A*V)/5:IFA=0 THEN H=H+V/200
101 IFV>400 THEN V=400
105 V=V-.5-U/20+(H/4)*2-AB*3:IFRND(1)>.95 THEN P=P+INT(RND(1)*3-1)
110 IFV<0 THEN V=0
115 GETA$:A=A-(A$="W")+(A$="X")
120 IFA$=CHR$(13) THEN U=0:AB=0
121 IFA$=" " THEN AB=1
125 IFA<-1 THEN A=-1
130 IFA>1 THEN A=1
135 V=V+TH:IFVAL(A$)>0 OR A$="0" THEN TH=VAL(A$)
140 P=P+(A$="A")-(A$="D")
145 IFP<-1 THEN P=-1
150 IFP>1 THEN P=1
151 IFA$="S" THEN U=1
155 PRINT"XXXXXXXXXXXXX";INT(V);"|| "
160 PRINT"XXXXXXXXXXXXX";INT(H);"|| "
165 PRINT"XXXXXXXXXXXXX";INT(D);"|| "
170 PRINT"XXXXXXXXXXXXX";IFA=1 THEN PRINT"\ ";
175 IFA=0 THEN PRINT"- ";
180 IFA=-1 THEN PRINT"/ ";
185 PRINT"||||*||"
190 PRINT"XXXXXXXXXXXXX";IFU=0 THEN PRINT"UP "
195 IFU=1 THEN PRINT"DOWN"
205 PRINT"XXXXXXXXXXXXXXXXXXXXX XXXXX N XXXXX ";
210 PRINT"|||||";
215 IFP=1 THEN PRINT"\XXX"
220 IFP=0 THEN PRINT"X-H-"
225 IFP=-1 THEN PRINT"XX/TX/"
235 IFH<1 THEN H=0
240 IFD>0 AND H=0 THEN 250

```

```

241 IFV=0ANDH=0THEN250
245 IFD>-200THEN100
250 S=100:FORI=1TO3000:NEXT:PRINT"J"
255 IFD>0THENPRINT"YOU MISSED THE RUNWAY":S=S-80:GOTO300
260 IFD<-200THENPRINT"YOU OVER SHOT THE RUNWAY":S=S-60:GOTO300
265 IFPC>0THENPRINT"YOUR WING SCRAPPED THE GROUND":S=S-50:GOTO300
270 IFAC1THENPRINT"YOU BELLY FLOPPED":S=S-50:GOTO300
280 IFU=0THENPRINT"YOUR UNDERCARRIAGE WASUP":S=S-75:GOTO300
285 IFV>10THENPRINT"TOO FAST":S=S-25:IFV>25THEN=S=S-25
290 IFS=100THENPRINT"A PERFECT LANDING"
300 PRINT"YOU SCORED"S
305 POKE650,0:END

```

# Marathon

Sit back on your armchair at home and bet on the greatest athletes the world has ever seen. Place your money on one of the three athletes and watch the race. Then, if you are lucky, collect your winnings.

The game continues until you are broke or you break the bank.

Can you choose the winner from the odds given?

```

2 POKE36879,8
3 MO=100
10 PRINT"*****ATHLETE GAMBLER*****"
20 PRINT"      "
30 PRINT"WHAT IS YOUR NAME"
31 INPUTA$
32 FORI=1TO3:OD(I)=INT(RND(1)*6)+1:NEXT
35 PRINT"YOU HAVE £"MO
36 PRINTA$
40 PRINT:PRINT"RUNNER:      ODDS:"
50 PRINT"#####"
60 PRINT:PRINT"1)SEB.          COE      "OD(1)"/1"
70 PRINT:PRINT"2)STEVE        OVET     "OD(2)"/1"
80 PRINT:PRINT"3)ALLAN        WELLS    "OD(3)"/1"
90 PRINT:PRINT"BET"
100 INPUTB
110 IFB>MOORB<0THEN100
120 PRINT:PRINT"WHAT'S THE NUMBER OF THE ATHLETE"
130 INPUTR
135 IFR<1ORR>3THEN130
200 PRINT"J":POKE36879,170
210 FORI=1TO22
220 FORJ=7680+I*22TO7689+I*22-INT(I/2.2):POKEJ+30720,0:POKEJ,81:NEXTJ,I
225 FORI=1TO22
230 FORJ=7701+(I*22)TO7692+(I*22)+INT(I/2.2)STEP-1:POKEJ+30720,0:POKEJ,81:NEXTJ,I
235 PRINT"***** **THE RACE** "
240 PRINT"#####"
250 PRINT"#####I"
300 POKE36874,128:POKE36877,128:FORI=15TO1STEP-1:POKE36878,I:FORJ=1TO20:NEXTJ,I
310 POKE36877,0:POKE36874,0:POKE36878,0
330 RP(1)=8122:RP(2)=8130:RP(3)=8137
340 FORI=1TO3:POKERP(I),32:POKERP(I)+1,32

```

```

350 POKERP(I)+2,32:POKERP(I)+23,32
360 POKERP(I)+44,32:POKERP(I)+46,32
370 POKERP(I)-21,32:NEXT
390 FORI=1T03
400 IF(RND(1)<.24ANDRND(1)*5<OD(I))ANDRND(1)<.43THEN410
402 IFI=1THENRP(1)=RP(1)+.5
403 IFI=3THENRP(3)=RP(3)-.5
404 RP(I)=RP(I)-22
410 NEXTI
415 FORI=1T03:IFRP(I)<7897THEN1000
450 NEXT
540 FORI=1T03:POKERP(I)+30720,1:POKERP(I),252:POKERP(I)+30721,0:POKERP(I)+1,176+
I
550 POKERP(I)+30722,1:POKERP(I)+2,254:POKERP(I)+30723,0:POKERP(I)+23,160
560 POKERP(I)+30764,1:POKERP(I)+44,254:POKERP(I)+30766,1:POKERP(I)+46,252
570 POKERP(I)+30700,1:POKERP(I)-21,81:NEXTI
580 POKE36878,4:POKE36874,147:POKE36877,140:FORI=1T065:NEXT:POKE36874,0:POKE3687
7,0
581 POKE36878,0:GOTO340
1000 FORZ=1T01000:NEXTZ:POKE36879,8
1001 J=I
1010 PRINT"J="
1020 GOSUB1500
1050 PRINT"WON."
1060 PRINT:PRINT"YOU BET ON"
1070 I=R
1080 GOSUB1500
1090 PRINT"SO YOU'VE"
1100 IFJ=RTHENPRINT"WON!!! WELL DONE."
1110 IFJ<RTHENPRINT"LOST!! BAD LUCK."
1111 IFJ<RTHENMO=MO-B
1112 IFJ=RTHENMO=MO+(OD(R)*B)
1113 IFMO<1THEN2000
1114 IFMO>20000THEN3000
1120 PRINT:PRINT:PRINT"PRESS RETURN"
1130 INPUTA$
1140 GOTO32
1500 IFI=1THENPRINT"SEBASTIAN COE"
1510 IFI=2THENPRINT"STEVE O'NET"
1520 IFI=3THENPRINT"ALLAN WELLS"
1550 RETURN
2000 PRINT"YOU'VE RAN OUT OF MONEY"
2040 PRINT:PRINT"DO YOU OR A FRIEND WANT ANOTHER GAME"
2050 INPUTA$
2060 IFA$="YES"THENRUN
2070 PRINT"BYE THEN."
2080 END
3000 PRINT"YOU'VE BUST THE BANK!!"
3010 GOTO2040

```

# Star Trek

You, as captain of the Enterprise, must rid the galaxy of 15 Klingon space ships. Commands are entered as a number. They are:

1. Warp. Enter the coordinates of the sector you wish to go to as a 2 digit number, x coordinate then y coordinate. e.g. 23(return) for sector 2,3
2. Scan-shows the galaxy as a 4 x 4 series of sectors. For each sector, there is a number. The digit at the right of this is the number of stars in the sector. If there is a digit to the left of this, it is the number of Klingons in the sector. If there is a further number to the left, it is the number of star bases in the sector.

- Thus 231 means 1 star, 3 Klingons and 2 star bases and 25 means 5 stars and 2 Klingons.
3. Photon torpedos. Enter the angle you wish to fire your torpedo as a number divisible by 45. 90 is horizontally to the right of your ship, shown as E on the display.  
Do not enter 360 for vertically upwards, use 0.  
Remember, you have a limited amount of torpedos.
  4. Phasers. These are energy weapons and do not always destroy their target. The angle of shooting is entered as for torpedos.
  5. Shields. Enter the energy you want to use on shields as an integer.  
Most commands drain energy. The game ends if you run out of energy or kill all the Klingons.  
You can move around the sector using cursor controls, avoiding stars (\*) and Klingons (+).  
This may be necessary to achieve a good place from which to blast the Klingon.  
If you move onto a star base, your energy cells will be replenished.  
FINAL-WARNING. A Klingon may fire back if he is provoked.

```

1 X=RND(-TI):POKE36879,8
5 DEFFNR(X)=INT(RND(1)*X+1)
10 E=100:S=100:C=1:X=2:Y=2:X1=2:Y1=2:T=5
15 DIMG%(4,4),S%(4,4)
20 FORI=1TO20:A=FNR(4):B=FNR(4):G%(A,B)=G%(A,B)+1:NEXT
25 FORI=1TO15:A=FNR(4):B=FNR(4):G%(A,B)=G%(A,B)+10:NEXT
30 FORI=1TO2:A=FNR(4):B=FNR(4):G%(A,B)=G%(A,B)+100:NEXT
50 SB=INT(G%(X,Y)/100):KL=INT((G%(X,Y)-SB*100)/10):SA=G%(X,Y)-(SB*100+KL*10)
55 FORI=1TO4:FORJ=1TO4:S%(I,J)=0:NEXTJ,I
56 S%(X1,Y1)=1
60 IFSB=0THEN70
65 FORI=1TOSB
66 A=FNR(4):B=FNR(4):IFS%(A,B)<>0THEN66
67 S%(A,B)=4:NEXT
70 IFKL=0THEN80
75 FORI=1TOKL
76 A=FNR(4):B=FNR(4):IFS%(A,B)<>0THEN76
77 S%(A,B)=3:NEXT
80 IFSA=0THEN100
85 FORI=1TOSA
86 A=FNR(4):B=FNR(4):IFS%(A,B)<>0THEN86
87 S%(A,B)=2:NEXT
100 PRINT"ENTERPRISE"
101 E=E-(S/10)
102 SD=SD+1
104 IFK=15THEN6000
105 PRINT"  1234"
110 FORI=1TO4:PRINTI:FORJ=1TO4
115 IFS%(J,I)=0THENPRINT"  ";
120 IFS%(J,I)=1THENPRINT"  ";
125 IFS%(J,I)=2THENPRINT"  ";
130 IFS%(J,I)=3THENPRINT"  ";
135 IFS%(J,I)=4THENPRINT"  ";
140 NEXTJ:PRINT"  ":NEXTI:C=1
141 FORI=1TO4:FORJ=1TO4:IFC>2THEN146
142 IFS%(J,I)=3THENC=3
143 IFS%(J,I)=4THENC=2
144 IFE<1THENC=4
145 NEXTJ,I
146 PRINT:PRINT"CONDITION  ";
150 IFC=1THENPRINT"  GREEN"
155 IFC=2THENPRINT"  AMBER"
160 IFC=3THENPRINT"  RED"
161 IFC=4THENPRINT"  CRITICAL":GOTO5500
165 PRINT"  ENERGY  ";INT(E)

```

```

170 PRINT"SHIELDS ";S
175 PRINT"TORPEDOES" T
180 PRINT"SECTOR "X","Y
181 PRINT"STAR DATE"SD+3200:PRINT
182 PRINT"KLINGONS LEFT"15-K
185 PRINT"YOUR COMMAND?"
190 GETA$:IFA$=""THEN190
200 IFVAL(A$)>0ANDVAL(A$)<9THEN250
205 POKE7702+Y1*22+X1+2,32
206 S%(X1,Y1)=0
210 X1=X1+(A$="I")-(A$="J")
215 IFX1<1THENX1=1
220 IFX1>4THENX1=4
225 Y1=Y1+(A$="J")-(A$="I"):IFY1<1THENY1=1
230 IFY1>4THENY1=4
231 IFPEEK(7702+Y1*22+X1+2)<>32THEN5000
235 POKE7702+Y1*22+X1+2,5
236 S%(X1,Y1)=1
240 GOTO190
250 ONVAL(A$)GOTO255,300,400,500,600
251 GOTO100
255 PRINT"WARP ENGINES ENGAGED":PRINT"WHERE TO"
260 INPUTA:X=INT(A/10):Y=A-X*10:IFX<10RX>40RY<10RY>4THEN260
270 E=E-5:X1=FNR(4):Y1=FNR(4):GOTO50
300 PRINT"1 2 3 4":PRINT
305 FORI=1TO4:PRINTI;
310 FORJ=1TO4:PRINT" "G%(J,I):IFG%(J,I)<100THENPRINT" ";:IFG%(J,I)<10THENPRINT
" ";
320 NEXT:PRINT" ":NEXT
325 PRINT:PRINT"ENTERPRISE IN SECTOR":PRINTX","Y"
385 GETA$:IFA$=""THEN385
390 GOTO100
400 IFT=0THENPRINT"TUBES EMPTY":GOTO495
401 T=T-1
404 PRINT"TORPEDOE TUBES PRIMED":INPUT"ANGLE":A
405 IFINT(A/45)*45<>ATHEN400
410 A=A/45
411 PRINT"TRACK:"
415 TX=X1:TY=Y1
420 PRINTTX","TY
425 IFS%(TX,TY)<2THEN450
430 IFS%(TX,TY)=2THENPRINT"STAR HIT":GOTO495
435 IFS%(TX,TY)=3THENPRINT"KLINGON DESTROYED":G%(X,Y)=G%(X,Y)-10:KL=KL-1:K=K+1
436 IFS%(TX,TY)=4THENG%(X,Y)=G%(X,Y)-100:PRINT"STAR BASE DESTROYED"
440 S%(TX,TY)=0:GOTO495
450 TX=TX+(A=5)+(A=6)-(A=1)-(A=2)-(A=3)
455 TY=TY+(A=0)+(A=1)+(A=7)-(A=3)-(A=4)-(A=5)
460 IFTY<10RTY>40RTX<10RTX>4THEN490
465 GOTO420
490 PRINT"MISSED";
495 IFKL>0ANDFNR(20)>1THENGOSUB1000
498 GETA$:IFA$=""THEN498:
499 GOTO100
500 PRINT"PHASERS PRIMED":PRINT"ANGLE"
505 INPUTA:IFINT(A/45)*45<>ATHEN505
510 A=A/45:TX=X1:TY=Y1
511 E=E-10
515 IFS%(TX,TY)<2THEN550
530 IFS%(TX,TY)=2THENPRINT"STAR HIT":GOTO595
534 IFS%(TX,TY)>3THENPRINT"STAR BASE HIT":GOTO595
535 PRINT"KLINGON HIT":IFFNR(10)<5THEN540
536 PRINT"AND DESTROYED":KL=KL-1:S%(TX,TY)=0:G%(X,Y)=G%(X,Y)-10:K=K+1
540 GOTO595

```

```

550 TX=TX+(A=5)+(A=6)+(A=7)-(A=1)-(A=2)-(A=3)
555 TY=TY+(A=0)+(A=1)+(A=7)-(A=3)-(A=4)-(A=5)
560 IF TY<10RTY>40RTX<10RTX>4THEN590
565 GOTO515
590 PRINT" MISSED";
595 IF KL>0AND FNR(10)>4THENGOSUB1000
598 GETA$:IFA$=""THEN598
599 GOTO100
600 INPUT"ENERGY TO SHIELDS";S
605 IFS<0ORS>100THEN600
610 GOTO100
1000 PRINT"THE KLINGON FIRES YOU SUSTAIN";
1010 D=FNR(30)+20-S/2:IF D<5THEND=5
1015 PRINTD:PRINT"UNITS OF DAMAGE"
1020 E=E-D:RETURN
5000 IFS%(X1,Y1)=4THENE=100:PRINT"ENTERPRISE DOCKED":GOTO235
5005 PRINT"ENTERPRISE CRASHED"
5010 GOTO5510
5500 PRINT"ENERGY CELLS EMPTY"
5510 PRINT"YOU KILLED "K
5515 PRINT"KLINGONS"
5520 PRINT"THEY WILL OVER RUN THE GALAXY"
5525 GOTO6500
6000 PRINT"YOU COMPLETED YOUR MISSION"
6500 PRINT"YOU SCORED"(100-SD)*K

```

## Wizard

Can you follow the series of electronic blips given by VIC?

Press the keys in right order after the computer has given you the tune. The tune gets longer as you go on.

Be quick, otherwise the computer will give you a raspberry.

```

1 REM*COMPUTER WIZARD*
2 PRINT"J":POKE36879,158
3 CO=30720:LO=0
9 PRINT"
10 PRINT"
20 PRINT"  -COMPUTER-
30 PRINT"  WIZARD
40 PRINT"
50 PRINT"
55 PRINT"
60 PRINT"
65 PRINT"  11  12  13
70 PRINT"  14  15  16
75 PRINT"
80 PRINT"
85 PRINT"  14  15  16
90 PRINT"  14  15  16
95 PRINT"
100 PRINT"
110 PRINT"
120 PRINT"
130 PRINT"
140 PRINT"
150 PRINT"
170 FOR I=814208185:POKEI+CO,0:POKEI,160:NEXT

```

```

180 FORJ=1T06:READA(J):NEXTJ
185 DATA223,227,230
190 DATA231,234,236
195 FORJ=1T09:NO(J)=INT(RND(1)*6)+1:NEXT:NU=1
200 POKE36878,15:FORI=1TONU
210 POKE36875,A(NO(I))
211 Z=2
212 ONNO(I)GOSUB1000,1100,1200,1300,1400,1500
215 FORJ=1T0550:NEXTJ
220 POKE36875,0:Z=1:ONNO(I)GOSUB1000,1100,1200,1300,1400,1500:FORJ=1T0125:NEXTJ,
I
225 POKE198,0
230 FORI=1TONU
235 FORJ=1T0170
240 GETA$(I):IFA$(I)<>" "THEN300
250 NEXTJ
260 POKE36875,128:FORJ=1T01200:NEXT:POKE36875,0
270 LO=LO+1:IFLO=5THEN2000
280 GOTO195
300 IFVAL(A$(I))<>NO(I)THEN260
305 POKE36875,A(VAL(A$(I)))
310 NEXTI
320 FORI=1T0560:NEXT:POKE36875,0
350 NU=NU+1
360 FORI=1T0850:NEXT
365 IFNU=10THEN195
370 GOTO200
1000 POKE7883+CO,Z:POKE7883,81
1010 RETURN
1100 POKE7889+CO,Z:POKE7889,81
1110 RETURN
1200 POKE7894+CO,Z:POKE7894,81
1210 RETURN
1300 POKE7971+CO,Z:POKE7971,81
1310 RETURN
1400 POKE7977+CO,Z:POKE7977,81
1410 RETURN
1500 POKE7982+CO,Z:POKE7982,81
1510 RETURN
2000 POKE36879,8:PRINT"YOU WERE WRONG,FIVE      TIMES"
2010 PRINT"-----"
2020 PRINT"DO YOU WANT ANOTHER GO.(Y/N)?"
2030 GETA$:IFA$=" "THEN2030
2040 IFA$="Y"THENRUN
2050 PRINT"BYE"
2060 END

```

# Tail Gunner

Enemy space-craft close in on you, growing larger as they approach. Move your sights over the top of them and fire before they escape past you.

W moves your sights up,

A moves them left,

D moves them right,

X moves your sights down, and

S fires your energy cannon.

How many can you destroy before 6 get through your defensive net.



```

300 NEXT I:GOTO50
1000 POKE650,0
1005 FOR I=1 TO 1000:NEXT:PRINT"*****YOU'RE DEAD"
1010 PRINT"*****SCORE"S
1015 FOR I=36874 TO 36878:POKE I,0:NEXT

```

# Astro Wars

In this 'Space Invaders' type program, you must stop the enemy space craft from reaching the bottom of the screen. If you manage to stop the first wave, it is followed by a second and then a third wave. How many aliens can you take with you before your inevitable defeat?

Z moves you left,  
C moves you right, and  
M fires your laser.

```

10 POKE36879,8:PRINT"J":CO=30720
15 S=0:P=8174:W=0:L=1
20 DIMA(3)
24 PRINTTAB(10):FOR I=1 TO 4-L:PRINT"  "":NEXT
25 FOR I=0 TO 3:A(I)=7702+INT(RND(1)*22):IFI<3 THEN S(I)=0
30 NEXT I
35 C1=107:C2=81:C3=115:N=4
36 W=W+1:IF W>3 THEN W=1
40 IF W=2 THEN C1=95:C2=98:C3=105
45 IF W=3 THEN C1=32:C2=88:C3=32
50 FOR I=0 TO 2 STEP 2:K=PEEK(197):IF K=64 THEN 100
55 POKEP-1,32:POKEP+1,32:P=P+(K=33)-(K=34)
60 IF P<8165 THEN P=8165
65 IF P>8184 THEN P=8184
70 POKEP-1+CO,3:POKEP+CO,3:POKEP+1+CO,3
75 POKEP-1,112:POKEP,113:POKEP+1,110
100 FOR J=1 TO I+1:IFA(J)=0 THEN 150
105 POKEA(J)-1,32:POKEA(J),32:POKEA(J)+1,32
110 A(J)=A(J)+INT(RND(1)*3+21)
115 IFA(J)>8163 THEN 1000
120 POKEA(J)-1+CO,5:POKEA(J)+CO,1:POKEA(J)+1+CO,5
125 IF W=2 THEN POKEA(J)-1+CO,7:POKEA(J)+CO,6:POKEA(J)+1+CO,7
130 IF W=3 THEN POKEA(J)+CO,2
135 POKEA(J)-1,C1:POKEA(J),C2:POKEA(J)+1,C3
150 NEXT J
155 IF K<>36 THEN 200
156 POKE36878,12:FOR X=255 TO 200 STEP -1:POKE36877,X:NEXT
160 FOR X=P-22 TO 7702 STEP -22:POKEX+CO,7:IF PEEK(X)=32 THEN 190
161 POKE36878,15:POKE36877,130
165 POKE36879,40:POKEX-23+CO,1:POKEX-21+CO,1:POKEX+23+CO,1:POKEX+21+CO,1
166 POKE36877,0
170 POKEX-23,127:POKEX-21,255:POKEX,81:POKEX+23,127:POKEX+21,255
175 FOR Y=0 TO 3:IFA(Y)=X THEN POKEX-1,32:POKEX+1,32:S=S+10*W:A(Y)=0:N=N-1
180 IFA(Y)<>X+1 AND A(Y)<>X-1 THEN 185
181 POKEX-1,32:POKEX-2,32:POKEX+1,32:POKEX+2,32:A(Y)=0:S=S+5*W:N=N-1
185 NEXT Y:POKEX-1,32:POKEX-23,32:POKEX-21,32:POKEX+23,32:POKEX+21,32:POKE36879,8
186 POKE36877,230
190 POKEX,93:NEXT X:FOR X=P-22 TO 7702 STEP -22:POKEX,32:NEXT
195 POKE36877,0
200 NEXT I:PRINT"*****SCORE"S:IF N>0 THEN 50
205 GOTO25
1000 FOR I=1 TO 1000:NEXT:L=L+1:IF L<4 THEN W=0:PRINT"J":GOTO24

```

# Swarm

Flash through the skies and zap the alien space craft before they get you. As they collide with you, your ship slows down until it eventually stops and the game ends.

As the aliens die, hear the whine of reinforcements warping into the battle zone to take their place.

W moves you space ship up,  
A reverses it,  
D makes it go to the right, and  
X moves it down,  
S will fire your laser at the enemy.

```
5 POKE650,255
10 PRINT"J":POKE36879,8:FORI=8164TO8185:POKEI+30720,5:POKEI,104:NEXT
15 X=5:Y=10:D=1:S=0:SC=7680:CL=38400:R=1
20 DIMX(5),Y(5):FORI=0TO5:X(I)=99:NEXT
50 FORI=0TO5:GETA$:IFA$=""ANDD=0THENPOKE36877,0:GOTO100
51 POKE36878,2:POKE36877,240
55 POKESC+Y*22+X,32:X=X+D/R
60 D=D+(A$="A")-(A$="D"):IFD>1THEND=1
65 IFD<-1THEND=-1
70 Y=Y+(A$="W")-(A$="X")
75 IFX<0THENX=21
80 IFY<0THENY=0
85 IFX>21THENX=0
90 IFY>21THENY=21
95 POKECL+Y*22+X,3:C=107:IFD=-1THENC=115
96 IFPEEK(SC+Y*22+X)=32THEN99
97 R=R+1:POKE36876,250:FORL=1TO200:NEXT:POKE36876,0
98 POKECL+Y*22+X,2:IFR>3THEN1000
99 POKESC+Y*22+X,C
100 IFA$<>"S"THEN200
101 POKE36878,9:FORD1=255TO230STEP-1:POKE36877,D1:NEXT
105 D1=D:IFD1=0THEND1=1
110 X1=INT(X)
115 X1=X1+D1:POKECL+Y*22+X1,7:P=PEEK(SC+Y*22+X1):IFP=32THEN150
120 FORJ=0TO5:IFY=Y(J)ANDX1=X(J)THENX(J)=99:S=S+10
125 NEXTJ
130 POKE36878,15:POKE36877,130
145 GOTO155
150 POKESC+Y*22+X1,64:IFX1<21ANDX1>0THEN115
155 FORX2=INT(X)+D1TOX1STEPD1:POKESC+Y*22+X2,32:NEXT
160 POKE36877,0
200 IFX(I)=99THEN250
205 POKESC+Y(I)*22+X(I),32:IFRND(1)<.4THEN225
210 Y(I)=Y(I)+(Y(I)>Y)-(Y(I)<Y)
215 X(I)=X(I)+(X(I)>X)-(X(I)<X)
220 GOTO246
225 X(I)=X(I)+INT(RND(1)*3-1):Y(I)=Y(I)+INT(RND(1)*3-1)
230 IFX(I)<0THENX(I)=21
235 IFY(I)<0THENY(I)=0
240 IFX(I)>21THENX(I)=0
245 IFY(I)>21THENY(I)=21
246 IFY(I)=YANDX(I)=INT(X+.5)THENR=R+1:POKECL+Y*22+X,2:IFR>3THEN1000
247 POKECL+Y(I)*22+X(I),4:POKESC+Y(I)*22+X(I),88
250 IFX(I)<>99ORRND(1)<.9THEN255
251 X(I)=INT(RND(1)*22):Y(I)=INT(RND(1)*21)
252 POKE36878,15:FORL=250TO150STEP-1:POKE36876,L:NEXT:POKE36876,0
255 NEXTI:GOTO50
1000 POKE650,0:POKE36878,0:POKE36877,0
1005 FORI=1TO1000:NEXT:PRINT"J=0000000000SCORE"S
```

# 3-D Maze

**Work your way throughout the maze in the quickest time possible. You must try and reach cell number 25.**

The corridor is depicted in 3-D graphics.

Cursor-right rotates you right, cursor-left rotates you left.

'Return' moves you forwards, if there is a gap in the wall in front of you. Under a minute is a good time.

[illegible]

# Brands Hatch

Test your skill on the road, trying to avoid thirty cars. Be careful not to crash into them or into the side barriers.

See if you can finish the race without damage to you or your car.

You are given a rating depending on your performance.

Race instructions are given in the program.

[illegible]

```

550 DATA223,227,230
560 DATA231,234,236
570 DATA238,239
580 FORI=0T08STEP2:POKE36875,A(I):GOSUB700:NEXTI
590 FORI=1T08STEP2:POKE36875,A(I):GOSUB700:NEXTI
600 FORI=8T01STEP-1:POKE36875,A(I):GOSUB700:NEXTI:PRINT"Z":POKE36878,0:POKE3687
5,0
620 POKE650,0:POKE36874,0:POKE36879,27:END
700 FORI1=1T0350:NEXT:RETURN
1000 POKE36877,213:POKE36875,208:FORJ=1T0750:NEXTJ:POKE36875,0:POKE36877,0:H=H+1
1010 IFC<7THENC=7
1020 IFC>14THENC=14
1030 GOSUB4:RETURN
2000 PRINT"YOU MUST OVERTAKE 30 CARS,THE LOWER THE SKILL LEVEL THE FASTER YOU
GO."
2015 PRINT"-----"
2035 INPUT"PRESS RETURN":A$:PRINT"J"
2040 PRINT"-----":PRINT"Z-MOVES YOUR CAR LEFT,M-MOVES IT RIGHT."
"
2045 PRINT"-----"
2050 PRINT"THE FIGURE AT THE TOP LEFT IS THE NUMBER OF CARS YOU'VE PASSED,"
2060 PRINT"THE ONE TO THE RIGHT IS THE NUMBER OF CRASHES."
2070 PRINT"YOU CRASH IF YOUR FRONT ";
2075 PRINT"WHEEL HITS A CAR"
2080 PRINT"OR YOU HIT THE SIDE OFTHE ROAD.":INPUT"PRESS RETURN":A$:PRINT"J":RETU
RN
2090 PRINT"DIFFICULTY? (1-HARD TO 9-EASY)"
2100 INPUTDI:PRINT"J"
2110 IFDI<1ORDI>9THEN2100
2120 RETURN

```

# Lightning-bolt

A bolt of energy descends from the heavens. You must make a wall with your cursor and try and make the bolt go through it. If it hits your wall you gain points.

Be careful, if you cross your path or that of the bolt, you lose one of your 5 lives. Also, the bolt may fire a laser at you, knocking a hole through your wall and perhaps hitting you, losing one of your lives.

W moves your cursor up,  
A moves it left,  
D moves it right and X moves it down

```

5 HI=0
10 S=0:C0=30720:SP=3:LI=5:F=0
15 POKE36879,8:P=7910
20 PRINT"J":FORI=8164T08185:POKEI+C0,5:POKEI,160:NEXT
25 L=7680+INT(RND(1)*22)
30 D=INT(RND(1)*3-1):IFD=0ORRND(1)>.5THEND=D+22
35 C=93:IFD=21THENC=78
40 IFD=23THENC=77
45 IFD<20THENC=64
50 POKEL+C0,3:POKEL,C
55 L=L+D:IFL>8163THENS=S-10:GOTO20
56 IFL<7680THENL=L+22
57 IFPEEK(L)=160THENS=S+50:GOTO30
60 POKEL+C0,7:POKEL,81
61 FORI=1T0SP
65 K=PEEK(197):IFK<17ANDK<19ANDK<9ANDK<26THEN100
*70 POKEP+C0,4:POKEP,160:P=P+(K=17)-(K=18)+((K=9)-(K=26))*22

```

```

71 S=S+1
75 IFP>8164THENP=P-22:S=S-1
80 IFP<7680THENP=P+22:S=S+1
85 IFPEEK(P)=32THEN90
86 LI=LI-1:POKEP+CO,7:POKEP,42
87 POKE36876,240:POKE36878,10:FORL1=1TO100:NEXT:POKE36876,0
88 GOTO100
90 POKEP+CO,2:POKEP,91
100 NEXT
105 IFS>1000THENSP=2
110 IFS>5000THENSP=1
115 IFRND(1)<.95THEN200
116 POKE36878,12:FORE=255TO210STEP-1:POKE36877,E:NEXT
120 B=L:E=INT(RND(1)*3-1):IFP<BTHENE=E-22
125 IFP>BTHENE=E+22
130 IFABS(E)<20THENE=22
135 B=B+E:B1=B:C1=93:IFABS(E)=23THENC1=77
140 IFABS(E)=21THENC1=78
145 IFABS(E)=1THENC1=64
160 IFB>8163THEN180
161 IFB<7680THEN180
162 POKEB+CO,7:POKEB,81
165 IFB<PTHEN170
166 LI=LI-1:POKE36876,175:POKE36878,15:FORL1=1TO100:NEXT:POKE36876,0:GOTO180
170 POKEB+CO,5:POKEB,C1
175 B=B+E:GOTO160
180 B=B-E:FORI=B1TOBSTEPE:POKEI,32:NEXT:POKE36877,0
200 IFS<-10THEN1000
205 IFS>1000ANDF=0THENLI=LI+1:F=1
210 IFS>5000ANDF=1THENLI=LI+1:F=2
215 IFS>10000ANDF=2THENLI=LI+1:F=3
220 IFLI<1THEN1000
225 IFRND(1)>.7THEN30
230 GOTO50
1000 FORI=1TO2000:NEXT:PRINT"*****SCORE"S
1005 IFS>HITHENHI=S:PRINT:PRINT"YOU GOT THE HIGH SCORE":GOTO1020
1010 PRINT:PRINT:PRINT"HI SCORE"HI
1020 PRINT:PRINT"ANOTHER GAME?"
1025 GETA$:IFA$="Y"THEN10
1030 IFA$<>"N"THEN1025
1035 PRINT:PRINT"BYE"
1050 POKE198,0

```

# Space Eggs

Mysterious eggs are dropping from the sky. Large birds hatch out as they hit the ground. What are these strange creatures?

There is a valuable mineral in the clouds of this planet which your company is attempting to obtain. Unfortunately, the birds of this planet thrive on the stuff and it is your job to prevent them eating it all by wiping them out.

As the birds reach the clouds, they eat some of the mineral and lay another egg. Thus you must shoot the birds before they reach the clouds.

Z moves your gun left,

C moves it right, and

M fires. Be careful. If you fire and miss you may burn away some of the mineral. You get half points if you shoot an egg down. Although sometimes they just hatch out. The game ends if you crash, if most of the cloud is eaten or if you kill off all the birds.

```
5 INPUT"SKILL LEVEL":LE:LE=LE-1
6 IFLE<0ORLE>5THEN5
10 POKE36879,8:PRINT"J":CO=30720:G=8143
15 DIMB(5),D(5):CL=22:SC=0
18 FORI=7680TO7701:POKEI+CO,3:POKEI,90:NEXT
19 FORWA=0TOLE
20 FORI=0TOWA:B(I)=7702+INT(RND(1)*22):D(I)=21+INT(RND(1)*3)
25 NEXTI
35 FORI=8164TO8185:POKEI+CO,5:POKEI,160:NEXT
40 POKEG-1,112:POKEG,113:POKEG+1,110
44 NA=WA+1
45 FORJ=1TO2
50 FORI=0TOWA
55 IFB(I)=0THEN150
60 POKEB(I),32:IFD(I)>0THEN67
65 POKEB(I)-1,32:POKEB(I)+1,32:POKEB(I)-22,32:POKEB(I)-43,32:POKEB(I)-45,32
66 POKEB(I)-23,32:POKEB(I)-21,32:POKEB(I)-44,32
67 IFD(I)>0ANDPEEK(B(I))<>32THEND=INT(RND(1)*3-23)
70 B(I)=B(I)+D(I):IFB(I)>8163THEND(I)=INT(RND(1)*3-23):B(I)=B(I)+D(I)
71 IFD(I)>0ORB(I)>=7746THEN76
72 IFPEEK(B(I)-44)=32THEN74
73 POKEB(I)-44,32:CL=CL-1
74 D(I)=INT(RND(1)*3+21):B(I)=INT(RND(1)*22+7702)
75 IFD(I)<0THEN100
76 IFD(I)<0THEN100
85 POKECO+B(I),7:POKEB(I),81
90 GOTO150
100 POKEB(I)+CO,7:POKEB(I)-1+CO,7:POKEB(I)+1+CO,7:POKEB(I)-22+CO,6
105 POKEB(I)-23+CO,5:POKEB(I)-21+CO,5:POKEB(I)-44+CO,2
106 POKEB(I)-43+CO,5:POKEB(I)-45+CO,5
110 POKEB(I),113:POKEB(I)-1,85:POKEB(I)+1,73:POKEB(I)-22,102
115 POKEB(I)-44,88
120 ONJGOTO125,135
125 POKEB(I)-23,105:POKEB(I)-21,95
130 GOTO150
135 POKEB(I)-45,95:POKEB(I)-43,105
150 IFCL<5THEN1000
160 K=PEEK(197):IFK<33ORK>34THEN200
165 POKEG-1,32:POKEG,32:POKEG+1,32:G=G+(K=33)-(K=34)
170 IFPEEK(G-1)<>32ORPEEK(G)<>32ORPEEK(G+1)<>32THEN1010
171 IFG<8143THENG=8143
172 IFG>8161THENG=8161
175 POKEG+1+CO,1:POKEG+CO,1:POKEG+1+CO,1
180 POKEG-1,112:POKEG,113:POKEG+1,110
200 IFK<>36THEN250
```

```

201 POKE36878,15:FORL1=255TO230STEP-1:POKE36877,L1:NEXT
204 X=X-22
205 POKEX+CO,7
210 IFPEEK(X)<>32THENGOSUB300:GOTO220
211 POKEX,93
215 X=X-22:IFX>7679THEN205
216 X=X+22
220 FORY=0-22TOXSTEP-22:POKEY,32:NEXT
225 POKE36877,0
250 NEXTI,J:IFNA>0THEN45
255 NEXTWA
260 WI=1:GOTO1015
300 IFPEEK(X)=90THENCCL=CL-1:POKEX,87:GOSUB450:RETURN
305 POKEX+CO,4:POKEX+CO+21,4:POKEX+CO+23,4
310 POKEX+CO-23,4:POKEX+CO-21,4
315 POKEX,209:POKEX+21,255:POKEX+23,127
320 POKEX-23,127:POKEX-21,255
330 FORY=0TOWA:IFB(Y)<>XORD(Y)<0THEN340
335 IFRND(1)>.7THENB(Y)=0:NA=NA-1:SC=SC+25:GOSUB400:GOTO340
336 D(Y)=INT(RND(1)*3-23):GOSUB450:GOTO345
340 IFB(Y)<>XORD(Y)>0THEN345
341 SC=SC+50:B(Y)=0:NA=NA-1:GOSUB400
342 POKEX-1,32:POKEX+1,32:POKEX-22,32:POKEX-21,32
343 POKEX-44,32:POKEX-43,32:POKEX-45,32
345 NEXTY
350 POKEX+21,32:POKEX+23,32:POKEX-23,32:POKEX-21,32
355 RETURN
400 POKE36878,15:POKE36876,200:FORL1=250TO150STEP-50
405 POKE36877,L1:FORL2=150TO190STEP2:POKE36876,L2:NEXTL2,L1
410 POKE36876,0:POKE36877,0
415 RETURN
450 POKE36878,10:POKE36875,145:FORL1=220TO255
455 POKE36877,L1:POKE36875,455-L1:NEXT
460 POKE36875,0:POKE36877,0
465 RETURN
1000 WI=2
1005 GOTO1015
1010 WI=3
1015 FORI=1TO1000:NEXT
1020 PRINT"SCORE"SC
1025 IFWI=1THENPRINT"YOU STOPPED THE BIRDS"
1030 IFWI=2THENPRINT"THE BIRDS ATE THE CLOUDS"
1035 IFWI=3THENPRINT"YOU COLLIDED WITH SOMEDEBRIS"
1040 END

```

# Xyloid

Just type this one in and press RUN.

Let the computer brighten up your life with a colourful pattern. It's amazing how useful your VIC can be.

This program uses a routine for plotting by Paul Williams

```
1 DIMS(15),T(255):FORT=0TO15:READS(T):T(S(T))=T:NEXTT:T=0
2 DATA32,123,126,97,108,98,127,252,124,255,226,236,225,254,251,160
5 POKE36879,8:PRINT"J"
10 X=-10:Y=10:CL=INT(RND(1)*7+1)
15 DY=INT(RND(1)*3-1):DX=INT(RND(1)*3-1)
20 X=X+DX:Y=Y+DY:GOSUB1000
25 X=X+20:GOSUB1000:Y=Y-24:GOSUB1000
30 X=X-20:GOSUB1000:Y=Y+24
35 IFRND(1)>.9THENDY=INT(RND(1)*3-1):DX=INT(RND(1)*3-1):CL=INT(RND(1)*7+1)
40 IFX<-19ORX>0THENDX=-DX
45 IFY<10ORY>20THENDY=-DY
50 GOTO20
55 S=7911+(X/2)-INT(Y/2)*22:C=S+30720
1000 S=7911+(X/2)-INT(Y/2)*22:C=S+30720
1010 POKES,(T(PEEK(S))OR(2↑((X/2-INT(X/2))*4+((Y/2-INT(Y/2))*2)↑2)))
1015 POKEC,CL:RETURN
```

# Adventure

Taking the part of the intrepid hero, you must wrest the arkenstone from the clutches of the evil dragon.

As just about everyone knows, the arkenstone is a mythical gem prized highly by the Dwarves who lost it when the dragon sacked their mountain long ago.

It may require some clever thinking to work out how to manipulate some of the objects you come across.

Your commands are entered as sentences, pressing 'return' after each word and ending the final word with a fullstop. e.g.

Pick(return)

Up(return)

axe.(return)

Commands can be up to 9 words long.

Pick/up/the/large/axe./ / = 'return'

is just as valid as the example above.

Directions can be entered as full words or as the first letter of the compass point. e.g.  
go/north./ or go/n./

At each point in the game, the computer describes your surroundings and you are required to give your course of action.

Commands available are:

go or move,

catch,

skewer,

fill,

kick,

pick,

swing,

inventory, and

listen,

drop,

throw,

recover — This must be used when getting the arkenstone, 'Pick up' will not work.

Happy adventuring!

```

1 rem** adventure **
2 Print" ";chr$(14)
5 diml$(7),t$(7),e$(7),d$(7),o$(5)
10 fori=0to7:readl$(i),t$(i),e$(i),d$(i)
15 next:dimo$(5),v$(5),l$(5)
20 fori=0to5:reado$(i),v$(i),l$(i):next
25 sl=1:dr=6:ln=2:ea=0:bu=0
94 gosub1000
95 ifdr=-1then104
96 ifsl=0andrnd(1)>.8thendr=ln
97 ifrnd(1)<.9then100
98 ifsl=1thenPrint"The dra9on awakes!":sl=0
99 Print"The dra9on hides the arkenstone.":l$(5)=int(rnd(1)*7):dr=l$(5)
100 ifrnd(1)>.8andsl=0andln=drthenPrint"The dra9on has killed you!":end
104 in=1:Print"Your course of action":inPuti$(in)
105 in=in+1:ifin>9thenPrint"Too verbose":goto100
110 ifright$(i$(in-1),1)<>".":theninPuti$(in):goto105
111 Print" "
115 in=in-1
116 i$(in)=left$(i$(in),len(i$(in))-1)
117 ifi$(in)="inventory"thengosub1100:goto100
120 ifi$(1)="pick"thengosub1200:goto95
125 ifi$(1)="drop"thengosub1300:goto95
130 ifi$(1)="kick"thengosub1400:goto95
135 ifi$(1)="move"ori$(1)="go"thengosub1500:goto94
136 ifi$(1)="throw"thengosub2300:goto95
140 fori=0to5
145 if(l$(i)=lnoro$(i)=1)andi$(1)=v$(i)thengosub1600:goto95
150 next:Print"I don't understand you":goto94
155 data"Mount Gundabad","sheer wall to the west",e,1
160 data"North Mirkwood","lot of trees",sw,20,"South Mirkwood","lot of trees",en,31
165 data"Lake Town","River Running",we,24,"Wilderland","River Running",wes,365
170 data"the Misty Mountains",eyrie,n,4,"the Lonely Mountain","dark hall",wn,47
175 data"the Lonely Mountain","Pile of treasure",s,6
180 dataca9e,catch,0,spear,skewer,1,bucket,fill,2
185 dataea9le,listen,5
190 dataaxe,swing,6,arkenstone,recover,7
1000 Print"You are in ":Printl$(ln):Print"you can see "
1005 ifln<3orln>4thenPrint"a ";
1010 Printt$(ln):fori=0to5
1015 ifl$(i)=lnando$(i)=0thenPrint"and a ":Printo$(i)
1020 next:ifdr=lnthenPrint:Print"The dra9on is here"
1025 ifdr=lnandsl=1thenPrint"But he is sleepin9"
1030 return
1100 Print"  You have:"
1105 fori=0to5:ifo$(i)=1thenPrint"a ":o$(i)
1110 next:Print"and are in ":Printl$(ln)
1115 return
1200 fori=0to5
1205 ifl$(i)=lnandi$(in)=o$(i)ando$(i)=0theno$(i)=1:return
1210 next:Print"there isn't a ":i$(in):return
1300 ifi$(in)="ca9e"thenea=0
1301 fori=0to5:ifo$(i)=1andi$(in)=o$(i)theno$(i)=o:l$(i)=ln:return
1305 next:Print"You haven't got a ":i$(in):return
1400 ifi$(in)<>"dra9on"thenPrint"Kick what?":return
1401 ifdr<>lnthenPrint"He isn't here.":return
1405 sl=0:Print"You have awoke the dra9on.":return
1500 ifsl=0andln=drandrnd(1)>.5thenPrint"The dra9on won't let you":return
1505 d$=mid$(i$(in),1,1):bo=0:ifbo=1thenl(3)=ln
1510 fori=1tolen(e$(ln))
1515 ifd$=mid$(e$(ln),i,1)thenln=val(mid$(d$(ln),i,1)):return
1520 next:Print"You can't move there":return

```

```

1600 for i=1 to in: if o$(i)=i$(j) then 1620
1605 next: Print "Do what with it?": return
1620 on i+190 to 1625, 1700, 1800, 2000, 2100, 2200
1625 for i=1 to in: if i$(i)="eagle" then 1635
1630 next: Print "Catch what?": return
1635 ea=1: Print "The eagle is now in the cage": return
1700 for i=1 to in: if i$(i)="dragon" then 1710
1705 next: Print "Skewer what?": return
1710 if dr<0 then Print "The dragon isn't here": return
1715 if rnd(1)>.8 then Print "The dragon is angry, he advances.": sl=0: return
1720 Print "Well done, you've killed the dragon!": dr=-1: return
1800 if ln<3 or ln>4 then Print "There's no where to fill it.": return
1805 Print "OK": bu=1: return
2000 if ea=0 then Print "You can't hear him.": return
2015 Print "The eagle says:"
2020 Print "What is best axe or spear? Why not quench the worm's thirst?"
2025 Print "There is something special in Mirkwood."
2030 return
2100 for i=1 to in: if i$(i)="dragon" then 2120
2110 if i$(i)="trees" then Print "That was clever-some trees fell down.": return
2120 Print "The dragon is angry, he advances.": sl=0: return
2200 Print "Well done, you've completed your mission": end
2300 for i=1 to in: if i$(i)="bucket" then 2310
2305 next: Print "You can't throw that.": return
2310 for i=1 to in: if i$(i)="dragon" then 2320
2315 next: Print "Not at that.": return
2320 if dr<0 then Print "He isn't here.": return
2325 Print "That has angered the dragon, he advances": sl=0: return

```

# Gomoku

A VIC version of the ancient oriental game.

Levels 3 and 4 for a hard game, the others are for if you want to win.

Moves are entered as x coordinate, comma, y coordinate. e.g. 2,3

Attempt to get 5 stones in a row before your opponent.

WARNING — This program takes a few minutes to make its move.

```

1 GOSUB 1000
5 GOSUB 200
6 GOSUB 100: GOTO 67
10 HI=0: W=0
11 GC=GC+1
15 Y=1
16 X=1
17 IF W<0 THEN 500
20 IF B%(Y,X)<0 OR F=1 THEN 65
21 DF=-5
22 HL=5: IF GC<5 THEN HL=GC
25 TH=0: FOR L=HL TO LSTEP-1: FOR P=-1 TO 1 STEP 2
30 IF TH<0 THEN 55
35 FOR D=0 TO 7: IF X%(D)*L+X<10 AND X%(D)*L+X>10 THEN 50
40 IF Y%(D)*L+Y<10 AND Y%(D)*L+Y>10 THEN 50
41 IF TH<0 THEN 50
45 GOSUB 2000
50 NEXT D
55 NEXT P, L
60 IF ABS(TH)>ABS(HI) THEN HI=TH: HY=Y: HX=X

```

```

61 IFABS(TH)=HITHENHI=TH:HY=Y:HX=X
65 X=X+1:IFX<11THEN20
66 Y=Y+1:IFY<11THEN16
67 IFHI=0THENGOSUB100
71 B%(HY,HX)=-1:P=-1
72 GOSUB5000
75 INPUTHX,HY:P=1
76 IFHX<10RHX>10ORHY<10RHY>10THEN75
77 IFB%(HY,HX)<>0THEN75
79 GOSUB5000
80 B%(HY,HX)=1:PRINT"OK"
85 GOTO10
100 C=0
105 HY=INT(RND(1)*10+1):HX=INT(RND(1)*10+1)
110 C=C+1
111 IFC>400THENW=1:GOTO500
115 IFB%(HY,HX)<>0THEN105
120 HI=9:RETURN
200 PRINT"  12345678910":FORI=1TO10:PRINTI;
205 IFI<10THENPRINT" ";
210 PRINT"#####";
215 NEXTI:RETURN
500 IFW=-1THENGOSUB5000:PRINT"I WIN"
505 IFW=1THENPRINT"YOU WIN"
510 END
1000 PRINT"  GO-MOKU"
1005 Y%(0)=-1:X%(0)=0:Y%(1)=-1:X%(1)=1:Y%(2)=0:X%(2)=1
1010 Y%(3)=1:X%(3)=1:Y%(4)=1:X%(4)=0:Y%(5)=1:X%(5)=-1
1015 Y%(6)=0:X%(6)=-1:Y%(7)=-1:X%(7)=-1
1020 PRINT"ENTER LEVEL(1-4)":INPUTLE:IFLE<1ORLE>4THEN1020
1025 LE=5-LE:GO=0
1030 PRINT"D":RETURN
2000 NP=0:DI=1
2005 IFB%(Y+Y%(D)*DI,X+X%(D)*DI)=PTHENNP=NP+1
2010 IFNP<DI THEN2025
2015 DI=DI+1:IFDI<=L THEN2005
2020 IFNP<>L THEN2025
2021 TH=NP*P:IFP=1AND(D-4=DF OR DF-4=D)THENTH=TH+2
2022 IFNP=4ANDP=-1THENW=P
2023 IFNP=5ANDP=1THENW=P
2025 IFNP>0ANDP=1THENDF=D
2030 RETURN
5000 CO=81:CL=0:IFP=1THENCL=6:CO=87
5005 POKE38400+HY*22+HX+2,CL:POKE7680+HY*22+HX+2,CO
5010 PRINT"#####";
5015 RETURN

```

# Lunar Lander

Choose one of the three landing sights and guide your fragile lunar module down to a safe landing. Points gained for landing depend on which site you land on. You get half points for a hard landing, none for a crash.

Z thrusts you left,

C thrusts to the right,

M thrusts upwards.

Your motion continues until countered by gravity or thrust in the opposite direction.

As you approach your landing site you will get a close-up scan.

Landing pads are depicted as green lines in the long-range scan.

Can you land at the rightmost site for 150 points?

```
10 SC=7680:CO=38400:S=0
15 POKE36879,8:DX=0:DX=-.1:Y=0:X=0
20 PRINT"XXXXXXXXXXXXXXXXXXXXX 00 000 000  "
24 PRINT"00  "
25 PRINT"00  "
30 PRINT"00  "
35 PRINT"00  "
40 PRINT"00  "
45 PRINT"00  "
50 PRINT"00  "
55 PRINT"00  "
60 PRINT"00  "
65 PRINT"00  "
70 PRINT"00  "
75 PRINT"00  "
80 PRINT"00  "
85 PRINT"00  "
90 PRINT"00  "
95 FORI=8163T08185:POKEI+30720,2:POKEI,160:NEXT
99 PRINT"00"
100 POKESC+INT(Y)*22+X,32
105 Y=Y+DY:X=X+DX:IFX>21THENX=0
110 IFX<0THENX=21
115 IFY<0THENY=0
116 IFPEEK(SC+INT(Y)*22+X)<32THEN1000
117 IFY>10ANDX<10THEN200
118 IFY>4.5ANDX>=10.5ANDX<=16THEN400
120 POKECO+INT(Y)*22+X,3
125 POKESC+INT(Y)*22+X,88
130 DY=DY+.02:K=PEEK(197)
135 DY=DY+(K=36)/8+((K=33)+(K=34))/20
140 DX=DX+((K=34)-(K=33))/10
145 GOTO100
200 Y1=Y:X1=X:Y=0:X=(X-5)*4+INT(RND(1)*6):PO=100
```



```

807 S=S+P0
810 FORI=1TO2000:NEXT:PRINT"XXXXXXXXXXXXXXXXXXXXWELL DONE"
815 GOTO900
850 PRINT"XXXXXXXXXXXXXXXXXXXXHARD LANDING"
855 S=S+P0/2
900 PRINT"TOTALSCORE"S
905 GOTO1010
1000 POKEC0+INT(Y)*22+X,Y:POKESC+INT(Y)*22+X,42:POKE36879,24
1010 FORI=1TO2000:NEXT
1015 END

```

# Missile Command

As commander of Earth's defence systems, you must stop the invading missiles from reaching the ground.

Move your sights around the screen and launch your missiles to intercept the enemy missiles at just the right moment. Be careful, you only have a limited supply of projectiles.

The game will end if you halt the invasion or if 6 missiles hit the ground.

W moves your sights up,

A left,

D right,

X down, and

S fires a missile.

Earth is depending on you.

```

1 POKE36879,8
5 PRINT"*****MISSILE COMMAND***":PRINT:PRINT"ENTER SKILL LEVEL (2-7)"
6 INPUTSK:IFSK<2ORSK>7THEN5
10 PRINT"J":SH=0:FORI=8142TO8163:POKEI,160:POKEI+30720,5:NEXT
15 P=-1:C0=30720:X=10:Y=11:CI=0:SC=0
20 FORW=1TOSK:NO=-1:P=-1:SH=0:MI=15+INT(SK/2)
22 FORI=0TO5:P%(I)=0:X%(I)=10:Y%(I)=19:NEXTI
25 FORI=8164TO8185:POKEI+C0,5:POKEI,160:NEXTI:POKE38849,3:POKE38850,3:POKE38851,3
26 POKE8129,112:POKE8130,113:POKE8131,110
30 FORI=0TOW:M%(I)=7680+INT(RND(1)*22):S%(I)=M%(I):D%(I)=INT(RND(1)*3+21)
35 NEXTI
50 IFSK>4THEN53
51 FORI=0TOSK:GOTO54
53 FORI=0TOW
54 IFM%(I)=0ORI>WTHEN100
55 GR=0:C=93
56 IFD%(I)=21THENC=78
57 IFD%(I)=23THENC=77
58 POKEM%(I)+C0,7:POKEM%(I),C
59 M%(I)=M%(I)+D%(I):IFM%(I)<8186THEN65
60 GOSUB2000:M%(I)=7680+INT(RND(1)*22):S%(I)=M%(I):D%(I)=INT(RND(1)*3+21):GOTO10
65 IFPEEK(M%(I))<>32THENGOSUB1000:IFGR=1THEN100
70 POKEM%(I)+C0,2:POKEM%(I),42
100 K=PEEK(197):IFK=64ORK=41THEN150
101 IFSH=1AND(K=17ORK=18ORK=90RK=26)THENSH=0:GOTO110
105 POKE7680+Y*22+X,32
110 X=X+(K=17)-(K=18)
115 Y=Y+(K=9)-(K=26)
120 IFX<0THENX=0
125 IFX>21THENX=21

```

```

130 IFY<1THENY=1
135 IFY>19THENY=19
140 POKE38400+Y*22+X,3:POKE7680+Y*22+X,91
150 IFP=-1THEN205
155 FORJ=0TO5:IFP%(J)=0THEN200
160 POKE7680+Y%(J)*22+X%(J),32
165 Y%(J)=Y%(J)+(Y%(J)>TY%(J))-(Y%(J)<TY%(J))
170 X%(J)=X%(J)+(X%(J)>TX%(J))-(X%(J)<TX%(J))
175 IFX%(J)=TX%(J)ANDY%(J)=TY%(J)THENGOSUB3000:GOTO200
180 POKE38400+Y%(J)*22+X%(J),7:POKE7680+Y%(J)*22+X%(J),46
200 NEXTJ
205 IFK<>41THEN220
210 IFP=5ORP=-2THEN220
211 IFP%(P+1)=1THENP=P+1LGOTO217
215 P=P+1:P%(P)=1:TX%(P)=X:TY%(P)=Y:SH=1:POKE38400+X+Y*22,2
216 POKE36878,5:POKE36877,250
217 IFP>5THENP=0
220 IFCI>5THEN4000
222 IFCI>5THEN4000
223 IFP=-2THEN225
224 POKE38849,3:POKE38850,3:POKE38851,3:POKE8129,112:POKE8130,113:POKE8131,110
225 NEXTI:IFNO<THEN50
230 NEXTW
240 PRINT"■WELL DONE, YOU STOPPED THE INVASION"
245 PRINT"YOU SCORED"SC*SK
250 PRINT"AND LET"CI"MISSILES    THROUGH"
260 PRINT"YOU WERE ON LEVEL"SK
999 POKE36878,0:POKE36877,0:END
1000 E=M%(I):IFE<8120THENRETURN
1001 POKE36878,15:POKE36877,130
1004 GR=1:POKE36879,42
1005 POKEC0+E-21,7:POKEC0+E-23,7:POKEC0+E,7:POKEC0+E-22,7
1010 POKEC0+E-44,7:POKEC0+E-43,7:POKEC0+E-45,7
1015 POKEE,93:POKEE-23,77:POKEE-21,78:POKEE-22,93:POKEE-44,64
1020 POKEE-43,73:POKEE-45,85
1025 POKE36877,200
1030 IFE=8129 OR E=8130 OR E=8131THENP=-2
1031 M=I:GOSUB2000:M%(M)=0:NO=NO+1
1035 POKEC0+E,2:POKEE,104:POKEE-23,32:POKEE-22,32:POKEE-21,32
1040 POKEE-43,32:POKEE-44,32:POKEE-45,32
1045 POKE36878,0:POKE36877,0:CI=CI+1:POKE36879,8:RETURN
2000 FORN=S%(M)TOM%(M)STEPD%(M):POKEN,32:NEXTN
2005 M%(M)=7680+INT(RND(1)*22):S%(M)=M%(M):D%(M)=INT(RND(1)*3+21)
2010 RETURN
3000 EX=X%(J):EY=Y%(J):E=7680+EX+EY*22:POKE36878,6:POKE36877,220
3005 POKEE+C0,2:POKEE+C0+1,1:POKEE+C0-22,1:POKEE+C0-21,1
3010 POKEE+C0-23,1:POKEE+C0-1,1:POKEE+C0+21,1:POKEE+C0+22,1:POKEE+C0+23,1
3015 FORL=1TO4:ONLGOTO3020,3030,3040,3050
3020 POKEE,81:GOTO3080
3030 POKEE,87:GOTO3080
3040 POKEE+C0,1:POKEE,74:POKEE+1,75:POKEE-21,73:POKEE-22,85
3045 GOTO3080
3050 POKEE-1,93:POKEE+1,93:POKEE+21,74:POKEE+22,64:POKEE+23,75
3060 POKEE-23,85:POKEE-22,64:POKEE-21,73
3070 POKEE,32
3080 FORM=1TO50:NEXTM,L
3085 POKEE-1,32:POKEE+1,32:POKEE+21,32:POKEE+22,32:POKEE+23,32
3090 POKEE-23,32:POKEE-22,32:POKEE-21,32
3095 MI=MI-1:X%(J)=10:Y%(J)=19:P%(J)=0:IFP=5THENP=0
3096 IFMI=0THENP=-2
3100 FORL=0TOW
3105 IFM%(L)<>EANDM%(L)<>E+1ANDM%(L)<>E-22ANDM%(L)<>E-21THEN3115
3110 SC=SC+10*W:M=L:GOSUB2000:M%(L)=0:NO=NO+1

```

```

3115 NEXTL:POKE36878,0:POKE36877,0:RETURN
4000 PRINT"YOU HAVE BEEN          DESTROYED"
4005 PRINT"YOU SURVIVED UNTIL    ATTACK WAVE"W", "
4010 GOTO245

```

# Nightmare Castle

Wander around the graphically depicted locations in this realtime adventure. Watch out for the monster in your search for the treasure.

There are doors which open and close, and one which requires the key to open it. In one of the rooms, there is an hidden passage-way through the wall which can only be found by trying to go through the wall. You may come across the invisible maze and even THE ROOM.

THE ROOM is a strange place. All sorts of weird things happen, but you'll have to find out what yourself. CLUE: if the treasure was in the room, it won't be when you enter.

The cursor controls at the bottom right of the keyboard move you around the screen. Going through a door means you enter another room.

Objects are dropped by pressing the space bar. Pressing the divide key (/) will thrust your sword to the left, if you have one.

You will leave a trail in the invisible maze, if you reach it alive. The game ends when you bring the treasure safely to the room where you began (or if you are eaten), NOT AN EASY TASK!

```

5 POKE650,255
10 SP=0:R=1:GP=0:SR=INT(RND(1)*4+1):GR=4:MR=GR+INT(RND(1)*3-1):X1=10:Y1=10:KP=0
15 CO=30720:X=10:Y=10:S=7703:G=8145
20 KR=9:K=7756:MP=32
25 IFRND(1)>.5THENGR=10
50 ONRGOSUB1100,1200,1300,1400,1500,1600,1700,1800,1900,2000
100 P=7680+X+Y*22
101 POKEP,32:GETA$
102 IFR=5THENPOKEP,224
105 DX=(A$="III")-(A$="II"):DY=(A$="J")-(A$="I"):D=DX+DY*22
106 PE=PEEK(P+D):IFPE=32ORPE=224THEN115
110 IFKP=1ANDPE=102THEN115
111 IFPE=31THENSP=1:GOTO115
112 IFPE=28THENGP=1:GOTO115
113 IFPE=127THENKP=1:GOTO115
114 DX=0:DY=0
115 X=X+DX:Y=Y+DY
120 IFR=3ANDX=13ANDY=11THENR=4:GOTO126
121 IFX>0ANDX<21ANDY>0ANDY<22THEN145
125 R=R+(X=0)-(X=21)+((Y=22)-(Y=0))*5
126 IFX=0THENX=20
127 IFX=21THENX=1
128 IFY=0THENY=21
129 IFY=22THENY=1
130 IFR=3ANDX=20THENX=12:Y=11
135 IFR=4ANDX=13THENX=1:Y=11
140 GOTO50
145 P=7680+X+Y*22:POKEP+CO,2:POKEP,81

```



```

1505 FORI=1TO100
1506 CL=7680+INT(RND(1)*506):IFPEEK(CL)<>32THEN1506
1507 POKECL,96:NEXT
1510 POKE7900,32:POKE7922,32:POKE7944,32:POKE7925,32
1515 POKE7690,32:POKE7691,32:POKE7692,32:POKE7713,32
1520 POKE7735,32:POKE7714,32:POKE7715,32
1525 RETURN
1600 POKE36879,216:CL=7:GOSUB1000
1605 FORCL=1TO200:POKE7680+INT(RND(1)*506),160:NEXT
1610 POKE8174,32:POKE8175,32:POKE8176,32
1615 POKE7942,32:POKE7943,32:POKE7965,32
1620 POKE7942,32:POKE8153,32
1625 RETURN
1700 POKE36879,62:CL=0:GOSUB1000
1705 POKE7900,32:POKE7922,32:POKE7944,32:POKE7921,32:POKE7943,32:POKE7965,32
1706 IFRND(1)>.5THENPOKE8174,32:POKE8175,32:POKE8176,32
1710 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
1715 PRINT"1234567890123456789012345678901234567890"
1730 RETURN
1800 POKE36879,56:CL=2:GOSUB1000
1805 POKE7900,32:POKE7922,32:POKE7944,32
1806 IFRND(1)>.2THENPOKE7921,32:POKE7943,32:POKE7965,32
1810 POKE8174,32:POKE8175,32:POKE8176,32
1830 RETURN
1900 POKE36879,14:CL=5:GOSUB1000
1905 POKE7900,32:POKE7922,32:POKE7944,32
1910 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
1920 RETURN
2000 POKE36879,184:CL=4:GOSUB1000
2005 POKE7900,32:POKE7922,32:POKE7944,32
2020 MR=R:X1=19:Y1=20
2025 SP=0:SR=INT(RND(1)*3+8):S=7703
2030 KP=0:K=7756:KR=INT(RND(1)*3+1)
2031 GP=0:GR=4:G=8145
2035 RETURN

```

# One-Armed-Bandit

Starting with £100, you try and win as much as possible on the VIC fruit machine. It will cost you £5 a go (a bit expensive, isn't it?)

Instructions on use are given on running the program.

```

10 POKE36879,8
15 M=100:DIMH(2),B(2)
20 FORI=0TO2:H(I)=0:B(I)=INT(RND(1)*4+1):NEXT
25 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
26 PRINT"1 2 3"
30 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
35 PRINT"X | | | X"
40 PRINT"X | | | X"
45 PRINT"X | | | X"
50 PRINT"X | | | X"
55 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
60 PRINT"X NO NO NO X"
65 PRINT"X"
70 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
75 PRINT" | MONEY £ 100 | COINS |"
80 PRINT" | ";SPC(18);" |"
85 PRINT" | WON £ 0 | |"
90 PRINT" | ";SPC(13);" |"
95 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"

```

```

100 PRINT"#####";M;" "
101 PRINT"#####PRESS 'SPACE' TO ROLL";
105 IFH(0)+H(1)+H(2)>0THENPRINT"#####NUMBER TO HOLD BARREL"
110 GETA$:IFA$=""THEN110
115 IFA$=" "THEN150
120 IFVAL(A$)=0ORVAL(A$)>3THEN110
125 B=VAL(A$)-1:IFH(B)<>1THEN110
130 H(B)=2:A$="HELD":GOSUB1000:GOTO110
150 IFM<5THEN6000
151 M=M-5
152 M1=0
153 FORB=0TO2:IFH(B)=2THEN160 *240
155 B(B)=INT(RND(1)*2+1):IFRND(1)>.6THENB(B)=B(B)+1:IFRND(1)>.8THENB(B)=B(B)+1
160 GOSUB2000:NEXTB
165 FORB=0TO2:H(B)=0:IFRND(1)>.9THENH(B)=1
170 A$=" NO ":IFH(B)=1THENA$="HELD"
175 GOSUB1000:NEXTB
180 IFB(0)=B(1)ANDB(1)=B(2)THENM1=15*B(1)
185 IFB(0)=B(1)ORB(1)=B(2)THENM1=10*B(1)
190 IFB(0)=4ORB(1)=4ORB(2)=4THENM1=12
200 M=M+M1
205 PRINT"#####";M1:IFM1<10THENPRINT" ";
210 PRINT:IFM>995THEN5000
215 GOTO100 *200
1000 PRINT"#####":IFB=0THENPRINT"#####":IFB=2THENPRINT"#####";
1005 PRINTA$:RETURN
2000 PRINT"#####":IFB=0THENPRINT"#####":IFB=2THENPRINT"#####";
2005 S=B(B):ONSGOTO2010,2015,2020,2025
2010 PRINT"#####":RETURN
2015 PRINT"#####":RETURN
2020 PRINT"#####":RETURN
2025 PRINT"#####":RETURN
5000 FORI=1TO2000:NEXT:PRINT"#####YOU BROKE THE BANK"
5005 PRINT:PRINT:PRINT"#####YOU'VE WON £";M
5010 GOTO6050
6000 FORI=1TO2000:NEXT:PRINT"#####YOU'RE BROKE"
6050 PRINT:PRINT:PRINT"DO YOU WANT ANOTHER GAME?"
6055 GETA$
6060 IFA$="Y"THENRUN
6065 IFA$<>"N"THEN6055
6070 END

```

# Draughts

Challenge the computer to the well known game of draughts.

Enter your move as x coordinate followed by y coordinate e.g.

FROM

? AF

TO

? BE

Try not to let the VIC win.

```
1 GOSUB9000
50 MO=0
60 GOSUB7000
1000 PRINT"XXXXXXXXXXXX"
1005 PRINT"THIS MOVE":MO=0:INPUTFH$
1010 PRINT"TO":INPUTTH$
1050 PRINT"STAND BY"
1055 TY=-1:IFLEN(FH$)<>2ORLEN(TH$)<>2THEN1075
1060 X$=LEFT$(FH$,1):Y$=RIGHT$(FH$,1):FX=ASC(X$):FY=ASC(Y$)
1065 X$=LEFT$(TH$,1):Y$=RIGHT$(TH$,1):TX=ASC(X$):TY=ASC(Y$)
1070 FX=FX-64:FY=FY-64:TX=TX-64:TY=TY-64
1075 MO=0:IFFY<10RFY>80RTY<10RTY>80RFX<10RFX>80RTX<10RTX>80THENGOSUB7000:GOTO1000
1420 MO=0
1430 AZ(TY,TX)=AZ(FY,FX):AZ(FY,FX)=B
1450 IFABS(TY-FY)>1THENMO=1:AZ(FY+((TY-FY)/2),FX+((TX-FX)/2))=B:T=T+1
1470 GOSUB7000
2000 Y=8
2006 X=8
2020 IFAZ(Y,X)<>C AND AZ(Y,X)<>KTHEN2100
2030 IFAZ(Y,X)=C AND Y=8THENAZ(Y,X)=K
2040 FORD=0TO3
2041 Q=-1
2045 IFX+2*X(D)<1 OR X+2*X(D)>8THEN2090
2046 IFY+2*Y(D)<1 OR Y+2*Y(D)>8THEN2090
2050 IF(AZ(Y+Y(D),X+X(D))=H OR AZ(Y+Y(D),X+X(D))=W)ANDAZ(Y+2*Y(D),X+2*X(D))=BTHE
MO=D
2070 IFAZ(Y,X)<>K ANDD>1THEN2100
2080 IFQ=-1ANDQ<4THEN2125
2090 NEXTD
2100 IFAZ(Y,X)=HANDY=1THENAZ(Y,X)=W
2110 X=X-1:IFX>0THEN2020
2115 Y=Y-1:IFY>0THEN2006
2120 IFQ=-1THEN2350
2125 PX=X+2*X(Q):PY=Y+2*Y(Q)
2130 S=S+1
2135 AZ(Y+Y(Q),X+X(Q))=B
2140 AZ(PY,PX)=AZ(Y,X)
2145 AZ(Y,X)=B
2150 GOSUB7000
2155 M=-1
2160 FORD=0TO3
2165 IFPX+2*X(D)<1 OR PX+2*X(D)>8THEN2200
2166 IFPY+2*Y(D)<1 OR PY+2*Y(D)>8THEN2200
2170 IFAZ(PY+Y(D),PX+X(D))<>HAND AZ(PY+Y(D),PX+X(D))<>WTHEN2180
2175 IFAZ(PY+Y(D)*2,PX+2*X(D))=BTHENM=D
2180 IFAZ(PY,PX)<>K ANDD>1THEN2210
2190 IFM=-1THEN2210
2200 NEXTD
2210 IFM=-1THEN50
2220 AZ(PY+Y(M),PX+X(M))=B
2222 AZ(PY+2*Y(M),PX+2*X(M))=AZ(PY,PX)
2224 AZ(PY,PX)=B
2226 S=S+1
```

```

2230 GOTO50
2350 Y=0
2360 PY=INT(RND(1)*8+1):PX=INT(RND(1)*8+1)
2370 Y=Y+1
2371 Q=-1
2375 IFY>400THEN2440
2380 IFAZ(PY,PX)<>CANDAZ(PY,PX)<>KTHEN2360
2390 FORD=0T03
2395 Q=-1
2396 IFPY+Y(D)<10RPY+Y(D)>8THEN2425
2397 IFPX+X(D)<10RPX+X(D)>8THEN2425
2400 IFAZ(PY,PX)=CANDD>1THEN2425
2410 IFAZ(PY+Y(D),PX+X(D))=BTHENQ=D
2420 IFQ=-1ANDQ<4THEN2460
2425 NEXTD
2430 IFY<401THEN2360
2440 F$="L"
2450 GOTO7000
2460 AZ(PY+Y(Q),PX+X(Q))=AZ(PY,PX)
2470 AZ(PY,PX)=B
2490 GOTO50
7000 PRINT"  ABCDEFGH"
7005 FORY=1T08:POKEC0+Y*22,1:POKESC+Y*22,Y
7010 FORX=1T08:CL=0:IFAZ(Y,X)=160THENCL=6
7015 IFAZ(Y,X)=C OR AZ(Y,X)=KTHENCL=5
7020 IFAZ(Y,X)=H OR AZ(Y,X)=WTHENCL=1
7025 POKEC0+Y*22+X,CL:POKESC+Y*22+X,AZ(Y,X)
7030 NEXTX,Y
7035 PRINT"XXXXXXXXXXCOMPUTER"S"  " :PRINT"  HUMAN"T
7040 PRINT"
7045 PRINT"
7050 PRINT"
7210 IFF$="L"THENPRINT:PRINT"  I CONCEDE THE GAME":END
7230 IFS=12THENPRINT:PRINT"  I WIN":END
7240 IFT=12THENPRINT:PRINT"  YOU WIN":END
7260 U$="":IFM0=1THENPRINT"XXXXXXXXXXCAN YOU JUMP AGAIN
INPUTU$
7310 IFLEFT$(U$,1)="Y"THENFH$=CHR$(TX+64)+CHR$(TY+64):GOTO1010
7320 RETURN
7625 M0=0
7900 STOP
9000 DIMAZ(8,8)
9005 Y(0)=1:X(0)=-1:Y(1)=1:X(1)=1
9010 Y(2)=-1:X(2)=-1:Y(3)=-1:X(3)=1
9050 H=209:C=215:W=139:K=151
9060 B=160:Q=-1:F$="":S=0:T=0
9061 C0=38400:SC=7680
9065 FORY=1T08:IF2*INT(Y/2)=YTHENFORX=1T07STEP2:GOTO9075
9070 FORX=2T08STEP2
9075 AZ(Y,X)=160
9080 IFINT(X/2)*2=XTHENAZ(Y,X-1)=32
9085 IFINT(X/2)*2<>XTHENAZ(Y,X+1)=32
9090 NEXTX,Y
9115 FORY=1T03
9120 IF2*INT(Y/2)=YTHENFORX=1T07STEP2:GOTO9130
9125 FORX=2T08STEP2
9130 AZ(Y,X)=C
9135 NEXTX,Y
9140 FORY=6T08
9145 IF2*INT(Y/2)=YTHENFORX=1T07STEP2:GOTO9155
9150 FORX=2T08STEP2
9155 AZ(Y,X)=H
9160 NEXTX,Y

```

```

9165 FH$="":TH$=""
9300 POKE36879,8:PRINT"  DRAUGHTS":PRINT:PRINT"DO YOU WANT FIRST MOVE"
9310 INPUTY$:PRINT"Y":IFLEFT$(Y$,1)="Y"THENRETURN
9340 GOSUB7000
9350 A=INT(RND(1)*3+1)*2:Q=INT(RND(1)*2)
9370 A%(3+Y(Q),A+X(Q))=C:A%(3,A)=160
9390 RETURN

```

# Dambuster

Destroy the enemy's dam and help win the war.

You are given a 3-D, Panoramic view of the dam and the surrounding countryside. You must line up your plane as it approaches the dam and drop your bouncing bomb at the right moment.

Z moves your plane left,

C moves it right, and

M drops a bomb.

You begin with five planes, but beware of the enemy flak.

```

5 POKE650,129
10 PRINT"Y":POKE36879,88:CO=30720
15 FORI=7680TO7921:POKEI,160:POKEI+CO,3:NEXT
20 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX";
21 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX";
25 PRINT"  Z  C  M  DRAUGHTS  DRAUGHTS  DRAUGHTS  DRAUGHTS  DRAUGHTS  DRAUGHTS";
26 PRINT"  Z  C  M  DRAUGHTS  DRAUGHTS  DRAUGHTS  DRAUGHTS  DRAUGHTS  DRAUGHTS";
30 PRINT"  Z  C  M  DRAUGHTS  DRAUGHTS  DRAUGHTS  DRAUGHTS  DRAUGHTS  DRAUGHTS";
35 FORY=7954TO8185STEP22:J=INT((Y-7910)/22)
40 FORX=Y-JTOY+J+1:IFX>8185THEN45
41 POKEX,160:POKEX+CO,6
45 NEXTX:IFY-JC8121THENPOKEY-J,233
46 IFY+J+1C=8185THENPOKEY+J+1,223
47 NEXTY
49 FORPL=1TO5
50 W1=160:W2=W1:W3=W1:W4=W1:N=W1:B1=W1:B2=W1:R1=W1:R2=W1:R3=W1
55 X=8102+INT(RND(1)*12):B=0:D=1
60 POKE36878,4:POKE36877,129:DE=0
61 FL=INT(RND(1)*253)+7955
65 P=PEEK(FL):P1=PEEK(FL+1):P2=PEEK(FL+22):P3=PEEK(FL+23)
70 IFP=320RP1=320RP2=320RP3=320THEN100
71 POKE36879,40
72 POKE36878,10:POKE36877,200
75 POKEFL+CO,7:POKEFL+CO+1,7:POKEFL+CO+22,7:POKEFL+CO+23,7
80 POKEFL,213:POKEFL+1,201:POKEFL+22,202:POKEFL+23,203
85 IFP=1200RP1=1200RP2=1200RP3=1200THENDE=1
86 POKE36878,4:POKE36877,250
90 POKEFL+CO,6:POKEFL+CO+1,6:POKEFL+CO+22,6:POKEFL+CO+23,6
95 POKEFL,P:POKEFL+1,P1:POKEFL+22,P2:POKEFL+23,P3
96 IFDE=0THEN99
97 POKE36878,15:FORI=200TO128STEP-1:POKE36876,I:FORJ=1TO10:NEXTJ,I
98 POKE36877,150
99 POKE36879,88:POKE36877,129
100 POKEX,N:POKEX+22,B1:POKEX+44,B2:POKEX+20,W1:POKEX+21,W2:POKEX+23,W3:POKEX+24
    W4
105 POKEX+65,R1:POKEX+66,R2:POKEX+67,R3
106 GETA$
110 X=X-22+(A$="Z")-(A$="C")
111 IFX<=7702THEN1000
112 IFDE=1THEN1000

```

1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26



Out-maneuvre and out-shoot your computer controlled opponent in this game of flying death.

A turns you left,  
D turns you right,  
W moves you up,  
X down, and  
S fires your gun at the computer's plane.

```

5 C0=30720:POKE650,129
10 POKE36879,187:PRINT"I";
15 X=7988:Y=1:X1=7961:Y1=-1:S=0:S1=0
20 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
25 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
30 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
    "
35 FORI=8167T08182:POKEI+C0,5:POKEI,160:NEXTI:POKE8182,223
100 POKE36878,4:POKE36877,135
101 POKEX,32:POKEX+1,32:POKEX+2,32:POKEX+3,32:POKEX-22,32:POKEX-21,32:POKEX-20,3
2
105 POKEX-19,32:POKEX+23,32:POKEX+24,32
125 GETA$:X=X+(A$="W")-(A$="X")*22
130 IFA$="A"THENY=-1
135 IFA$="D"THENY=1
140 X=X+Y
145 IFX<77020RX>8160THENX=7988:Y=1
150 IFPEEK(X)<>32ORPEEK(X+1)<>32ORPEEK(X+2)<>32ORPEEK(X+3)<>32THEN1000
155 IFPEEK(X-22)<>32ORPEEK(X-21)<>32ORPEEK(X-20)<>32ORPEEK(X-19)<>32THEN1000
160 IFPEEK(X+23)<>32ORPEEK(X+24)<>32THEN1000
165 POKEX+1+C0,0:POKEX+2+C0,0:POKEX-22+C0,0:POKEX-21+C0,0:POKEX-20+C0,0:POKEX-19
+C0,0
166 POKEX+C0,0:POKEX+3+C0,0:POKEX+23+C0,0
170 IFY=1THEN200
180 POKEX,107:POKEX+1,196:POKEX+2,160:POKEX+3,236
185 POKEX-21,85:POKEX-20,73:POKEX-19,233:POKEX+23,81
190 GOT0215
200 POKEX+24+C0,0
205 POKEX,251:POKEX+1,160:POKEX+2,196:POKEX+3,115
210 POKEX-22,223:POKEX-21,85:POKEX-20,73:POKEX+24,81
215 POKEX1,32:POKEX1+1,32:POKEX1+2,32:POKEX1+3,32:POKEX1-22,32:POKEX1-21,32:POKE
X1-20,32
220 POKEX1-19,32:POKEX1+23,32:POKEX1+24,32
221 IFRND(1)>.9THENX1=X1+22
225 IFPEEK(X1+Y1*5+22)=223ORPEEK(X1+Y1*5+22)=233THENX1=X1-22:GOT0250
235 IFPEEK(X1+Y1*3)=46ORPEEK(X1+Y1*3+22)=46THENX1=X1-22:GOT0250
236 IFPEEK(X1+Y1*2)=46ANDS1<>X1+Y1*2THENX1=X1-22:Y1=-Y1:GOT0250
240 IFRND(1)>.9THENY1=-Y1
242 IFRND(1)>.9THENX1=X1-22
245 X1=X1+Y1
250 IFX1<77020RX1>8160THENX1=7961:Y1=-1
255 POKEX1+1+C0,2:POKEX1+2+C0,2:POKEX1-22+C0,2:POKEX1-21+C0,2:POKEX1-20+C0,2
260 POKEX1-19+C0,2
265 IFY1=1THEN300
270 POKEX1+C0,0:POKEX1+3+C0,2:POKEX1+23+C0,0
275 POKEX1,107:POKEX1+1,196:POKEX1+2,160:POKEX1+3,236
280 POKEX1-21,85:POKEX1-20,73:POKEX1-19,233:POKEX1+23,81

```

```

295 GOTO315
300 POKEI+CO,2:POKEI+3+CO,0:POKEI+24+CO,0
305 POKEI,251:POKEI+1,160:POKEI+2,196:POKEI+3,115
310 POKEI-22,223:POKEI-21,85:POKEI-20,73:POKEI+24,81
315 IFA$="S"ANDS=0THENS=X-1:D=Y:IFY=1THENS=X+4:POKE36877,240
320 IFS=0THEN400
325 J=1
330 POKES,32:S=S+D:S=S-7680:SP=INT(S/22):SP=S-SP*22:S=S+7680
335 IFSP=0ORSP=21THENS=0:GOTO400
340 IFS=X1ORS=X1+1OR(S=X1-21ANDY=-1)OR(S=X1-20ANDY=1)THEN2000
345 IFPEEK(S)<>32THENS=0:J=2:GOTO400
350 POKES+CO,0:POKES,46
395 J=J+1:IFJ<3THEN330
400 IFS1=0THEN500
425 J=1
430 POKES1,32:S1=S1+D1:S1=S1-7680:SP=INT(S1/22):SP=S1-SP*22:S1=S1+7680
435 IFSP=0ORSP=21THENS1=0:GOTO500
440 IFS1=XORS1=X+1OR(S1=X-21ANDY=-1)OR(S1=X-20ANDY=1)THEN1000
445 IFPEEK(S1)<>32THENS1=0:J=2:GOTO500
450 POKES1+CO,2:POKES1,46
495 J=J+1:IFJ<3THEN430
500 IFS1=0ANDRND(1)> .9THENS1=X1-2:D1=Y1:IFY1=1THENS1=X1+5:POKE36877,240
505 GOTO100
1000 X1=X
2000 POKE36878,15
2001 POKEI,32:POKEI+1,32:POKEI+2,32:POKEI+3,32:POKEI+23,32:POKEI+24,32
2005 POKEI-22,32:POKEI-20,32:POKEI-19,32
2010 FORI=X1TO8185STEP23
2011 POKE36875,(250-I/35)*8
2015 POKEI+CO,4:POKEI+CO+21,4:POKEI+CO-21,4:POKEI+CO-23,4
2020 POKEI,160:POKEI-21,255:POKEI+21,255:POKEI-23,127
2021 FORJ=1TO100:NEXT
2025 POKEI+CO,0:POKEI+CO-23,0:POKEI-21,32:POKEI+21,32
2030 NEXT
2035 I=I-23:POKEI+CO,7:POKEI+CO+1,7:POKEI,127:POKEI+1,255
2040 POKE36879,42
3000 POKE650,0:POKE36878,0:POKE36877,0:POKE36875,0
3005 GOTO3005

```

# Night Raid

Under cover of darkness you pilot your plane over the city, picking out your target in the light of the flashes of enemy flak.

Try and bomb the reactor before you are hit by flak or one of the enemy's ground to air missiles.

W moves your plane up,

X down,

D accelerates you forwards (you already move forwards), and

A backs you up.

S will drop a bomb on the city.

```

5 CO=30720
10 POKE36879,8:PRINT" ":M=0:M1=0:B=0:P=7680:F=0
15 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
20 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
25 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
30 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
35 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
40 FORI=8142TO8185:POKEI+CO,0:POKEI,160:NEXT
50 POKEP,32:P=P+1:K=PEEK(197):P=P+(K=17)*2-(K=18)
55 P=P+((K=9)-(K=26))*22

```

```

60 IFP<7680THENP=7680
61 IFP>7965THENP=P-22
65 IFPEEK(P)<>32ANDPEEK(P)<>77ANDPEEK(P)<>89THEN1000
70 POKEP+CO,3:POKEP,62
75 IFM>00RM1>0THENPOKE36878,5:POKE36877,130
76 IFM<1ANDM1<1THENPOKE36877,0
80 IFM>00RM<0THEN100
90 IFRND(1)>.95THENM=8029:POKEM+CO,4:POKEM,42:FORI=1TO100:NEXT
100 IFM<1THEN150
105 POKEM+CO,1:POKEM,77:POKEM+1,32:POKEM+22,32:M=M-23
110 IFM>7679THEN115
111 M=0
112 FORI=8029TO7680STEP-23:POKEI,32:NEXT:POKE36877,0:GOTO150
115 IFPEEK(M)=32THEN135
120 IFPEEK(M)=62THEN1000
125 IFPEEK(M)=46THENPOKEM,42:FORI=1TO100:NEXT:B=0:M=0:GOTO111
135 POKEM+CO,2:POKEM+1+CO,2:POKEM+CO+22,2
140 POKEM,127:POKEM+1,123:POKEM+22,124
150 IFM1>00RM1<0THEN170
160 IFRND(1)>.95THENM1=8062:POKEM1+CO,4:POKEM1,42:FORI=1TO100:NEXT
170 IFM1<1THEN220
175 POKEM1+CO+22,1:POKEM1+22,89:POKEM1+23,32:M1=M1-22
180 IFM1>7679THEN185
181 M1=0
182 FORI=8062TO7680STEP-22:POKEI,32:NEXT:POKE8084,93:POKE8084+CO,0:POKE36877,0:G
OTO220
185 IFPEEK(M1)=32THEN205
190 IFPEEK(M1)=62THEN1000
195 IFPEEK(M1)=46THENPOKEM1,42:FORI=1TO100:NEXT:B=0:M1=0:GOTO181
205 POKEM1+CO,2:POKEM1+1+CO,2:POKEM1+CO+22,2
210 POKEM1,225:POKEM1+22,126:POKEM1+23,126
220 IFK=41ANDB=0THENB=P+22
225 IFB=0THEN300
226 POKE36878,12:POKE36876,B/25-75
230 POKEB,32:B=B+23:IFPEEK(B)=32ANDB<8185THEN290
231 POKE36876,0
235 IFB>8185THENB=0:GOTO300
240 IFB<>MANDB<>M1THEN260
245 POKEB+CO,4:POKEB,42:FORI=1TO100:NEXT:POKEB,32
250 IFB=MTHENB=0:POKEM+1,32:POKEM+22,32:M=0:GOTO111
255 B=0:POKEM1+22,32:POKEM1+23,32:M1=0:GOTO181
260 IFB<8032THEN290
261 POKE36879,42:POKEB+CO,7:POKEB+CO+1,7:POKEB,77:POKEB+1,78
262 POKE36878,15:POKE36877,147:FORI=1TO300:NEXT
264 POKE36879,8
265 IFB<8059ORB>8060THEN282
266 POKEB+CO,1:POKEB+CO+1,1:POKEB+CO+22,1:POKEV+CO+23,1
267 POKEB,32:POKEB+1,32
270 FORI=1TO50:POKE36879,127:POKE36879,42
271 POKEB,32:IFI>=25THENPOKEB+1,32:POKEB+22,32:POKEB+23,32
275 IFI<25THENPOKEB,87
280 IFI>=25THENPOKEB,85:POKEB+1,73:POKEB+22,74:POKEB+23,75
281 NEXTI:PRINT"Q":POKE36878,0:POKE36877,0:END
282 POKEB,32:POKEB+1,32
283 IFB<>8052ANDB<>8074THEN286
284 IFM>0THENPOKEM,32:POKEM+1,32:POKEM+22,32
285 M=-1:GOTO112
286 IFB<>8051THEN289
287 IFM1>0THENPOKEM1,32:POKEM1+22,32:POKEM1+23,32
288 M1=-1:GOTO182
289 B=0:GOTO300
290 POKEB+CO,5:POKEB,46
300 IFRND(1)<.9THEN50

```

```

301 F=INT(RND(1)*264+7681)
305 IFF=MORF=M21 THEN 50
306 POKE36878,9:POKE36875,130:POKE36876,129:POKE36877,163
310 POKEF+C0,4:POKEF+C0-23,4:POKEF+C0-21,4:POKEF+C0+21,4:POKEF+23+C0,4
315 POKE36879,40:POKEF,209:POKEF-23,127:POKEF-21,255:POKEF+21,255:POKEF+23,127
320 IFF=PORF-21=PORF-23=PORF+21=PORF+23=PTHE1015
325 FORI=1TO200:NEXT:POKE36879,8:POKEF,32:POKEF-23,32:POKEF+21,32
330 POKEF+23,32:POKE36875,0:POKE36877,0:POKE36876,0:GOTO50
1000 POKE36879,120:POKEP+C0,2:POKEP+C0+23,2:POKEP+C0+2,2:POKEP+C0+46,2:POKEP+C0+
44,2
1010 POKEP,127:POKEP+2,255:POKEP+23,209:POKEP+44,255:POKEP+46,127
1015 POKE36875,0:POKE36876,0:POKE36877,0:POKE36878,0
1020 END

```

# Tank Battle

Form a strategy to defeat the computer's tank in this realtime game. Gain points by shooting the computer's tank and its fuel drums. Move around the screen, chasing the computer and avoiding the mines.

You start off at the bottom right corner, the computer is at the top left.

W moves your tank up,

A moves it left,

D moves it right,

X moves it down, and

S fires your gun.

The winner is the first one to get 150 points.

```

5 POKE650,255
10 POKE36879,248:PRINT"J":C0=30720:SC=0:CC=0
15 FORI=1TO15:M=7680+INT(RND(1)*506):POKEM+C0,2:POKEM,42:NEXT
20 FORI=1TO10:M=7682+RND(1)*5+((RND(1)*5+1)*22)
25 POKEM+C0,5:POKEM,160
30 NEXT
35 FORI=1TO10:M=8185-RND(1)*5-((RND(1)*5+1)*22)
40 POKEM+C0,6:POKEM,160
45 NEXT
50 FORI=7684TO7728STEP22:POKEI+C0,2:POKEI+1+C0,2:POKEI+2+C0,2
55 POKEI,81:POKEI+1,81:POKEI+2,81:NEXT
60 FORI=8135TO8181STEP22:POKEI+C0,3:POKEI+1+C0,3:POKEI+2+C0,3
65 POKEI,81:POKEI+1,81:POKEI+2,81:NEXT
70 POKE38400,5:POKE38905,6:POKE7680,114:POKE8185,113
75 C=7680:P=8185:DC=22:EP=0:EC=0
80 DIMD%(3):D%(0)=1:D%(1)=22:D%(2)=1:D%(3)=-22
x100 GETA$:IFA$=""ORA$="S"THEN150
v105 EP=(A$="A")-(A$="D")+((A$="W")-(A$="X"))*22
110 POKE36878,5:POKE36877,230
115 DP=EP:POKEP,32:P=P+DP
117 IFP<7680ORP>8185THENP=P-DP
120 IFPEEK(P)=42THENPOKEP+C0,4:POKE36877,140:FORI=1TO200:NEXT:CC=CC+20
125 IFPEEK(P)<32THENP=P-DP
130 POKEP+C0,6:CH=107:IFDP=22THENCH=114
135 IFDP=-1THENCH=115

```

```

140 IFDP=-22THENCH=113
145 POKEP,CH
150 POKE36877,0:POKE36876,0
151 EC=DC
152 IFPEEK(C+EC)=32ANDRND(1)>.9THEN175
160 IFC+EC<7680THEN175
165 IFC+EC>8185THEN175
170 IFPEEK(C+EC)=32THEN200
175 I=I+1
180 IF1>8THEN195
181 IFRND(1)<.9THEN193
185 IFC<PTHEDEC=D%(INT(RND(1)*2)):GOTO160
190 EC=D%(INT(RND(1)*2)):GOTO160
193 EC=D%(INT(RND(1)*4))
194 GOTO160
195 EC=0GOTO205
200 DC=EC:IFPEEK(C+DC*2)=46THENDC=-DC:GOTO150
205 POKEC,32:C=C+EC:POKEC+CO,5:CH=107:IFDC=22THENCH=114
210 IFDC=-1THENCH=115
215 IFDC=-22THENCH=113
220 POKEC,CH
225 IFS=0ANDR$="S"THENS=P+DP:DS=DP:POKE36876,245:POKE36877,150
230 IFS=0THEN300
231 J=1
235 POKES,32:S=S+DS:IFPEEK(S)=32THEN260
236 POKE36877,130
240 IFPEEK(S)<>810RS>7910THEN255
245 POKES+CO,4:POKES,42
250 FORI=1TO200:NEXT:POKES,32:SC=SC+10
255 IFS=CTHENS=SC+20:POKEC+CO,4:POKEC,42:POKE36876,130
256 S=0:GOTO300
260 S=S-7680:Y=INT(S/22):X=S-Y*22:S=S+7680
265 IFX=0ORX=210RY=00RY=22THENS=0:GOTO300
270 POKES+CO,6:POKES,46
275 J=J+1:IFJ<3THEN235
300 IFRND(1)>.9ANDS1=0THENS1=C+DC:CS=DC:POKE36877,140:POKE36876,245
305 IFS1=0THEN400
306 J=1
310 POKES1,32:S1=S1+CS:IFPEEK(S1)=32THEN335
311 POKE36877,130
315 IFPEEK(S1)<>810RS1<7910THEN330
320 POKES1+CO,4:POKES1,42
325 FORI=1TO200:NEXT:POKES1,32:CC=CC+10
330 IFS1=PTHECC=CC+20:POKEP+CO,4:POKEP,42:POKE36876,130
331 S1=0:GOTO400
335 S1=S1-7680:Y=INT(S1/22):X=S1-Y*22:S1=S1+7680
340 IFX=0ORX=210RY=00RY=22THENS1=0:GOTO400
345 POKES,32:S=S-7680:Y=INT(S/22):X=S-Y*22
350 S=S+7680:IFX=0ORX=210RY=00RY=22THENS=0:GOTO400
355 POKES1+CO,5:POKES1,46
360 J=J+1:IFJ<3THEN310
400 IFSC<150ANDCC<150THEN100
1000 POKE650,0:FORI=1TO2000:NEXT:PRINT"J"
1005 PRINT"SCORE:":PRINT"YOU"SC
1010 PRINT"COMPUTER"CC
1015 POKE36876,0:POKE36877,0:POKE36878,0

```

Accelerate your fighter up the trench of the Death Star, avoiding the enemy laser fire. Then, as your target comes into view, fire your torpedo at the exhaust port and hope for a direct hit.

Z moves your fighter right,

C moves it right, and

M fires a torpedo.

Any numerical key will alter your speed up the trench.

Remember, don't fire too early.

```

1 POKE36879,24:POKE650,129:SC=4+INT(RND(1)*11):SP=1:DI=0:TP=0:TL=5:CO=30720
2 PRINT"XXXXXXXXXXXXXXXXXXXXX":PRINTTAB(SC)"  "
3 PRINT"  "
4 PRINT"  DIST,COVERED:"
5 PRINT"  "
6 PRINT"  TORPEDOES LEFT:"
10 PRINT"  "
15 PRINT"  "
20 PRINT"  "
25 PRINT"  "
30 PRINT"  "
35 PRINT"  "
40 PRINT"  "
45 PRINT"  "
50 PRINT"  "
60 FORI=7680TO8164STEP22:POKEI+CO,2:POKEI,160:NEXT:FORI=7701TO8185STEP22:POKEI+CO,2
70 POKEI,160:NEXT
80 FORI=8165TO8184:POKEI+CO,2:POKEI,160:NEXT
100 GETA$:IFA$=""THEN120
110 IFA$="Z"ORA$="C"THEN500
115 IFA$="M"ANDTP=0ANDTL<0THENTP=8098+SC:TL=TL-1:T(1)=32:T(2)=32:T(3)=32:GOTO12
0
118 SP=VAL(A$)
120 DI=DI+1
130 IFRND(1)<.114ANDDI<460THENGOSUB1000
135 IFRND(1)<.11THENGOSUB2500
140 IFDI=460THENGOSUB1500
150 IFDI=560THEN2000
160 PRINT"XXXXXXXXXXXXX";DI
161 PRINT"TTTTXXXXXXXXXXXXX";TL
162 IFTP<0THENGOSUB3000
165 IFSP>7THEN180
170 FORI=1TO1400-SP*200:NEXT
180 GOTO100
500 PRINT"XXXXXXXXXXXXXXXXXXXXX":PRINTTAB(SC)"  "
505 SC=SC+(A$="Z")-(A$="C")
510 IFSC>16THENSC=16
520 IFSC<4THENSC=4
525 PRINT"XXXXXXXXXXXXXXXXXXXXX":PRINTTAB(SC)"  "
530 GOTO120
1000 POKE36879,120:Y=INT(RND(1)*6):X=2+INT(RND(1)*16):FL=7988+(Y*22+X)
1010 F(1)=PEEK(FL-23)
1020 F(2)=PEEK(FL-21)
1030 F(3)=PEEK(FL)
1040 F(4)=PEEK(FL+21)
1050 F(5)=PEEK(FL+23)
1060 POKEFL-23+CO,2:POKEFL-23,127:POKEFL-21+CO,2:POKEFL-21,255:POKEFL+CO,4:POKEF
L,81

```

```

1070 POKEFL+21+CO,2:POKEFL+21,255:POKEFL+23+CO,2:POKEFL+23,127
1075 FORI=1T0111:NEXT
1080 POKEFL-23+CO,0:POKEFL-23,F(1):POKEFL-21+CO,0:POKEFL-21,F(2):POKEFL+CO,0:POKEFL,F(3)
1090 POKEFL+21+CO,0:POKEFL+21,F(4):POKEFL+23+CO,0:POKEFL+23,F(5)
1091 IFF(3)=TPORF(3)=TP+22ORF(3)=TP+23THEN1200
1100 POKE36879,24
1110 RETURN
1200 POKETP,T(1):POKETP+22,T(2):POKETP+23,T(3):GOTO3200
1500 POKE7954+CO,2:POKE7954,213:POKE7955+CO,2:POKE7955,201
1510 POKE7976+CO,2:POKE7976,202:POKE7977+CO,2:POKE7977,203
1520 RETURN
2000 POKE36879,120:FORI=1T0250:NEXT:POKE36879,40
2005 FORI=1T0250:NEXT
2010 POKE36879,120:FORI=1T0250:NEXT:POKE36879,40
2015 FORI=1T0250:NEXT
2020 POKE36879,120:FORI=1T0250:NEXT:POKE36879,40
2025 FORI=1T0250:NEXT
2030 POKE36879,8:PRINT"YOU FAILED !!!!!!"
2050 REM**KABOOM**
2100 END
2500 FORI=7998T08152STEP22
2501 IFI=TPORI=TP+23THENH=1
2510 POKEI+CO,2:POKEI,103:NEXT
2515 FORI=1T0100:NEXT
2520 FORI=7998T08152STEP22
2530 POKEI,32:NEXT
2535 IFH=1THEN1200
2540 IFSC=9ORSC=10THEN2000
2550 RETURN
3000 POKETP,T(1):POKETP+22,T(2)
3001 POKETP+23,T(3)
3010 TP=TP-22
3020 IFTP<7724THEN3200
3030 IF(TP=7998ORTP=7999)ANDSP>5ANDDI>525THEN4000
3031 IFPEEK(TP)=160ORPEEK(TP)=46THENZ(1)=128
3032 IFPEEK(TP+22)=160ORPEEK(TP+22)=46THENZ(2)=128
3034 IFPEEK(TP+23)=160ORPEEK(TP+23)=46THENZ(3)=128
3035 T(1)=PEEK(TP)
3036 T(2)=PEEK(TP+22)
3038 T(3)=PEEK(TP+23)
3040 POKETP+CO,0:POKETP,103+Z(1):POKETP+22+CO,0:POKETP+22,106+Z(2):POKETP+23+CO,0
3045 POKETP+23,101+Z(3)
3050 RETURN
3200 TP=0:FORI=1T03:Z(I)=0:NEXT:H=0
3201 RETURN
4000 FORI=1T05
4005 POKE7954+CO,7:POKE7954,213:POKE7955+CO,7:POKE7955,201
4010 POKE7976+CO,7:POKE7976,202:POKE7977+CO,7:POKE7977,203
4020 FORJ=1T0250:NEXTJ
4030 POKE7954+CO,2:POKE7954,213:POKE7955+CO,2:POKE7955,201
4040 POKE7976+CO,2:POKE7976,202:POKE7977+CO,2:POKE7977,203
4050 NEXT
4060 FORI=1T010
4100 POKE36879,120:FORJ=1T0250:NEXT:POKE36879,40
4110 FORI1=1T0100:NEXT
4120 NEXT
4200 POKE36879,8:PRINT"WELL DONE LUKE"
4210 PRINT"YOU DESTROYED THE DEATH STAR"
4220 PRINT"AND SAVED EVERYONE."
4300 REM**END**
4310 END

```





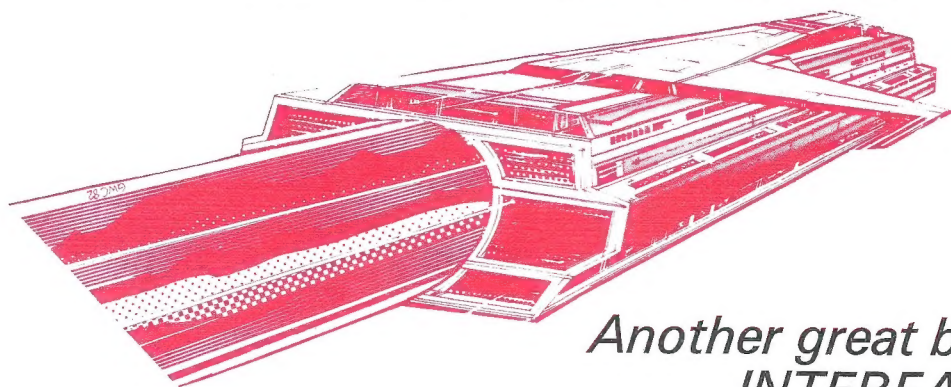
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